

GV

1463

S88



Class GV 146.3

Book . S88







1
Hand Book of Draughts and Backgammon.

THE

689
1617

DRAUGHT PLAYER'S

HAND BOOK.

BY

✓
STURGESS AND WALKER.

BACKGAMMON,

BY CARLETON.

~~~~~  
ILLUSTRATED EDITION.  
~~~~~

PHILADELPHIA:

HENRY F. ANNERS.

NO. 48 NORTH FOURTH STREET.

1842

761-03

258

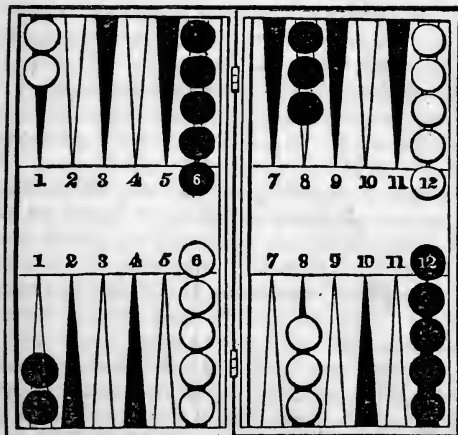


PART II.

BACKGAMMON.

BLACK.

Black's Home, or Inner Table. Black's Outer Table.



White's Home, or Inner Table. White's Outer Table.

WHITE.

THIS is a mixed game, being a combination of chance and calculation. Its derivation is a vexed question, both as to whence it came and how it acquired its present designation. "La Maison des Jeux Académiques" abandons its origin as a desperate problem, and Dr. Henry claims its name as a Welsh compound, from "bach," little, and "cammon," battle. On the other hand, Bp. Kennett and Strutt derive it from the Anglo-Saxon, viz., from "bac," back, and "gamone," a game, that is to say, a game where players are exposed to be sent back. Perhaps this may satisfy the antiquarian and be accepted as a sufficient offering to the etymologist. It would have been a mere recreation in chronology, to have disputed all the probabilities for assigning Backgammon to the

antediluvian age. One portion of its machinery consists of dice—now dice defy chronology. Their types are found in Etruscan tombs and in the hieroglyphics of Egypt; and the historian of Chæronea asserts, that Mercury had a throw of the dice once upon a time with the Goddess Luna.

From Chaucer we gather that the early name of Backgammon, or at all events its synonyme, was “Tables;” at which period it was played with three dice, and all the “men” commenced their action from the adversary’s table. Backgammon has always been a particularly respectable instrument of amusement, like the Organ in “She Stoops to conquer.” Even Whist has not escaped defilement, but Backgammon “was never a vulgar game, never beloved of lackeys.” Shakspeare has used it as a medium for his philosophy, and Bacon has served bail for its good behaviour.

Backgammon is played by two persons, with two boxes and two dice, upon a quadrangular table or board, on which are figured 24 points or *flèches*, of two colours, placed alternately. The board is divided into four compartments, two inner and two outer ones, each containing six of the 24 points (alternate colours.) The players are each furnished with fifteen men or counters, black and white (usually draughts.) These are arranged upon the board, in the following manner. To play into the left hand table, two of your men are placed upon the ace point of your opponent’s inner table, five upon the sixth point in his outer table (numbered 12 in our diagram,) three upon the cinque-point in your own outer table numbered 8,) and five upon the sixth point, in your own inner table. The adversary’s men are to be placed in corresponding order, in a position directly opposite. All this is shown in the diagram annexed, and to facilitate reference the points or *flèches* are numbered from 1 to 12 of each colour.

The game consists in moving your men from point to point, so as to bring them round into your own inner table (*i. e.*, that on your left hand,) and then moving or bearing them off the board. The player who first clears off his men wins.

The moves of the men are determined by the throws of the dice, according to the directions for playing, at page 394. It will there be seen that the most advantageous throw at the outset is that of aces, as it blocks the bar or sixth point in your other table (numbered 7,) and secures the cinque-point in

your inner table, so that your adversary's two men cannot move if he throw either quatre, cinque, or size. This throw is frequently conceded to inferior players, at the commencement of the game, by way of odds.

As the grand object of the game consists in bringing round your men into your own inner table, all throws that contribute towards that end, and prevent your adversary from doing the same are advantageous, and *vice versâ*. During the progress of the game you should endeavour to block up or detain a part of your adversary's men, in your own tables; and to obstruct his re-entering such of them as you may happen to have taken up, unless all your own men have passed his main body, and are so far advanced to your inner table (which we will here call home) as to possess the best chance, should he seek to win by running away.

At the commencement of the game the players must agree towards which end of the board they will play. Each party plays into one of the tables on his own side; thus, if Black plays into his left-hand table, White plays into his right (*i. e.*, that which is exactly opposite,) and *vice versâ*, their men advancing in contra-position to each other, as in the annexed diagram.

For a right of first play each party throws a single die; he who throws the highest number wins, and may, if he chooses, adopt and play the joint number of the preliminary throw. If he reject, then the first step is made by his throwing both the dice, and moving any one of his men to an open point at the distance indicated by one of the dice, and then moving another man (or the same man farther on, if he think proper,) to another open point indicated by the number of the second die. This completes his move, his adversary then follows in a similar manner, and so on alternately to the end of the game. Thus, double aces (which count as 4) would entitle you (say White) to move two men from 8 w. to 7 w., and two from 6 w. to 5 w., which covers the bar point (No. 7,) and also covers the cinque point in your inner table, and then, should your next throw be 5 and 6, you would play the five from 12 b. to 8 w., and so cover the blot before left; and you would play the six from 12 b. to your bar point. Pairs count double; thus, sixes entitle you to move four men, each six points forward, and you may either move four together,

say, from 12 B. to 7 W., or two together, as, say, two from 1 B. to your adversary's bar point (No. 7,) and two from 12 B. to 7 W. (your own bar point,) or singly,—as, say, a single man from 1 B. to 1 W. in your own inner table, presuming that your adversary had ceased to occupy it.

The direction in which your men move is from the adverse inner table over the bar, through the adversary's outer table round into your own outer table, and then over your bar, home.

When during the progress of the game only a single man is left on a point, it is called "a blot," and is exposed to be taken by the adversary, who generally endeavours to "hit" the blot by bringing one of his own men to that point. When a man is thus captured it must be removed, and placed upon the bar (*i. e.*, the division joint of the table,) and the player to whom it belongs cannot move again, until he has "entered his man." This can only be effected by throwing a number which is vacant, or is left a "blot" on the adversary's inner table, playing it as from a point off the board, adjoining to the adversary's ace point. Towards the end of the game, when most of the points in your adversary's inner table are covered (*i. e.*, have two or more men on each,) it becomes difficult to enter, and you must remain on the bar, till you have either thrown the exact number required to suit perhaps a single open point, or till more points are exposed, by your adversary having played some of his men off the table. When all the six points are blocked, it is of course useless your throwing, and your adversary throws alone. "Hitting" a blot frequently adds extreme variety and interest to the game.

When doublets are thrown, four moves are played of the distance indicated by the dice, instead of two, as usual in ordinary throws. For instance, should two quattrès be thrown, any of the following moves may be played, either one man may be moved sixteen points; two men each eight points; one man eight, and two men four points; or four men four points each. Should, however, the points indicated by the throw of the dice be covered, the moves are lost. For instance, if double quattrès be cast, and the first fourth point from all the player's men be covered by the adversary, the move is lost, although the eighth, twelfth, and sixteenth points

be uncovered, as the first fourth point, if occupied, cannot be passed over.

If, during the course of the game, every point upon which a man could be moved is covered by the adversary's men, your men are compelled to remain in *statu quo*, and the adversary takes his turn. If one man only can be played, it must be played.

When a player has brought all his men home, he must begin to "bear them," *i. e.*, to take them off the board. For every number thrown a man is removed from the corresponding point, until the whole are borne off. In doing this, should the adversary be waiting to "enter" any of his men which have been "hit," care should be taken to leave no "blots" or uncovered points. In "bearing off" doublets have the same power as in the moves, four men are removed; if higher numbers are on the dice than on the points, men may be taken from any lower point, thus if double sixes are thrown, and the point has been already stripped, four men may be removed from the cinque point of any lower number. If a low number is thrown, and the corresponding point hold no men, they must be played up from a higher point. Thus, if double aces be thrown, and there are no men upon the ace point two or more men must be played up from the higher points, or a fewer number played up and taken off.

If one player has not borne off his first man before the other has borne off his last, he loses a "gammon," which is equivalent to two games, or "hits." If each player has borne off it is reduced to a "hit," or game of one. If the winner has borne off all his men before the loser has carried his men out of his adversary's table, it is a "back-gammon," and usually held equivalent to three hits or games.

Calculation of the Chances.

As it is necessary for a learner to know how many points he ought to throw upon the two dice, one throw with another; we will take the following method to demonstrate it.

There are thirty-six chances upon two dice, the points of which are as follows:

34*

389

	Points.
2 aces	4
2 deuces	8
2 trois	12
2 fours	16
2 fives	20
2 sixes	24
6 and 5 twice	22
6 and 4 twice	20
6 and 3 twice	18
6 and 2 twice	16
6 and 1 twice	14
5 and 4 twice	18
5 and 3 twice	16
5 and 2 twice	14
5 and 1 twice	12
4 and 3 twice	14
4 and 2 twice	12
4 and 1 twice	10
3 and 2 twice	10
3 and 1 twice	8
2 and 1 twice	6

$$\begin{array}{r} \text{Divided by 36} \quad . \quad . \quad \left\{ \begin{array}{l} 294 \\ 288 \end{array} \right\} 8 \\ \hline 6 \end{array}$$

294 divided by 36, shows that, one throw with another, you may expect to throw 8 upon two dice.

The chances upon two dice are as follows :

	Points.
2 sixes	1
2 fives	1
2 fours	1
2 trois	1
2 deuces	1
*2 aces	1
6 and 5 twice	2
6 and 4 twice	2
Carried over	10

	Points.
Brought forward	10
6 and 3 twice	2
6 and 2 twice	2
*6 and 1 twice	2
5 and 4 twice	2
5 and 3 twice	2
5 and 2 twice	2
*5 and 1 twice	2
4 and 3 twice	2
4 and 2 twice	2
*4 and 1 twice	2
3 and 2 twice	2
*3 and 1 twice	2
*2 and 1 twice	2
	<hr/>
	35

To find out by this table, what are the odds of being hit, upon a certain, or flat die, look in the table, where thus* marked,

	Points.
*2 aces	1
*6 and 1 twice	2
*5 and 1 twice	2
*4 and 1 twice	2
*5 and 1 twice	2
*2 and 1 twice	2
	<hr/>
Total	11
	<hr/>
Which deducted from	36
The remainder is	25

By this it appears, that it is twenty-five to eleven against hitting an ace, upon a certain, or flat die.

The like method may be taken with any other flat die, as with the ace.

What are the odds of entering a man upon one, two, three, four, or five points?

		for. against.		Reduced. for. against.	
A. to enter it upon 1 point is	11 to 25, or about	4 to 9			
upon 2 points	20 " 16,	" 5 " 4			
upon 3 points	27 " 9,	" 3 " 1			
upon 4 points	32 " 4,	" 8 " 1			
upon 5 points	35 " 1,	" 35 " 1			

What are the odds of hitting, with any chance, in the reach of a single die?

		for. against.		Reduced. for. against.	
A. to hit upon 1 is	11 to 25, or about	4 to 9			
upon 2 "	12 " 24,	" 1 " 2			
upon 3 "	14 " 22,	" 2 " 3			
upon 4 "	15 " 21,	" 5 " 7			
upon 5 "	15 " 21,	" 5 " 7			
upon 6 "	17 " 19,	" 8½ " 9½			

What are the odds of hitting with double dice?

		for. against.		Reduced. for. against.	
A. To hit upon 7 is	6 to 30, or about	1 to 5			
upon 8 "	6 " 30,	" 1 " 5			
upon 9 "	5 " 31,	" 1 " 6			
upon 10 "	3 " 33,	" 1 " 11			
upon 11 "	2 " 34,	" 1 " 17			
upon 12 (or 2 sixes)	1 " 36,	" 1 " 36			

To explain farther how to use the table of thirty-six chances, to find the odds of being hit upon any certain or flat die, this second example is added to show how to find by that table the odds of being hit upon a 6.

2 sixes	1
2 trois	1
2 deuces	1
6 and 5 twice	2
6 and 4 twice	2
6 and 3 twice	2
6 and 2 twice	2
Carried over	11

● GENERAL INSTRUCTIONS.

9

	Brought forward	. . .	11
6 and 1 twice		2
5 and 1 twice		2
4 and 2 twice		2
			—
			17
			—
	Which deducted from	. .	36
	The remainder is . .		19

So that it is nineteen to seventeen against being hit upon at 6.

The odds of 2 love are about 5 to 2,
and of 2 to 1 are 2 " 1,
and of 1 love is 3 " 2.

General Instructions.

I. If you play three up at Backgammon, your principal view, in the first place, is to secure your own, or your adversary's cinque point, or both; when that is effected, you may play a pushing game, and endeavour to gammon your adversary.

II. The next best point (after you have gained your cinque point) is to make your bar point, thereby preventing your adversary's running out with doublet sixes.

III. After you have proceeded thus far, prefer the making your quatre point in your own table, rather than the quatre point out of it.

IV. Having gained these points, you have a fair chance to gammon your adversary, if he is very forward: For, suppose his tables are broke at home, it will be then your interest to open your bar point, and to oblige him to come out of your tables with a six; and having your men spread, you not only may catch that man which your adversary brings out of your tables, but you will also have a probability of taking up the man left in your tables (upon supposition that he has two men there). If he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot, which you are to make for the purpose, you will have a probability of getting a third man; which, if accomplished, will give you, at least, 4 to 1 of the

gammon; whereas, if you have only two of his men up, the odds are that you do not gammon him.

V. If you play for a hit only, 1 or 2 men taken up of your adversary's, makes it surer than a greater number, provided your tables are made up.

Directions how to carry your Men home.

VI. When you carry your men home, in order to lose no point, you are to carry the most distant man to your adversary's bar point, that being the first stage you are to place it on; the next stage is six points further, viz., the place where your adversary's five men are first placed out of his tables; the next stage is upon the six point in your tables. This method is to be pursued till all your men are brought home, except two, when, by losing a point, you may often save your gammon, by putting it in the power of two fives, or two fours to save it.

VII. If you play to win a hit only, endeavour to gain either your own or your adversary's cinque point; and if that fails, by your being hit by your adversary, and you find that he is forwarder than you, you must throw more men into his table. Thus: put a man upon your cinque or bar point, and if your adversary neglects to hit it, you may then gain a forward instead of a back game; but if he hits you, you must play a back game, and then the greater the number of men which are taken up, the better it makes your game, because you by that means preserve your game at home; and you must then always endeavour to gain both your adversary's ace and trois points, or his ace and deuce points, and take care to keep three men upon his ace point, that if you chance to hit him from thence, that point may remain still secure to you.

VIII. At the beginning of a set do not play for a back game, because by so doing you would play to a great disadvantage, running the risk of a gammon to win a single hit.

Directions for Playing at setting out the Thirty-six Chances of Dice, for a Gammon, or for a Single Hit.

I. Two aces (the best of all first throws), to be played two on your cinque point, and two on the bar point for a gammon, or for a hit.

II. Two sixes (the second best throw), should be played

two on your adversary's bar point, and two on your own bar point, for a gammon, or a hit.

III. Two trois, two be played on your cinque point, and the other two on your trois point in your own tables, for a gammon only.

IV. Two deuces to be played on the quatre point in your own tables, and two to be brought over from the five men placed in your adversary's outer tables, for a gammon only.

V. *Two fours, to be brought over from the five men placed in your adversary's outer tables, and to be put upon the cinque point in your own tables, for a gammon only.

VI. Two fives, to be brought over from the five men placed in your adversary's outer tables, and to be put on the trois point in your own tables for a gammon, or a hit.

VII. Size ace, you are to make your bar point, for a gammon, or for a hit.

VIII. Size deuce, a man to be brought from the five men placed in your adversary's outer tables, and to be placed on the cinque point in your own tables, for a gammon, or a hit.

IX. Six and three, a man to be brought from your adversary's ace point, as far as he will go, for a gammon, or a hit.

X. Six and four, a man to be brought from your adversary's ace point, as far as he will go, for a gammon, or a hit.

XI. Six and five, a man to be carried from your adversary's ace point, as far as he can go, for a gammon, or a hit.

XII. Cinque and quatre, a man to be carried from your adversary's ace point, as far as he can go, for a gammon, or a hit.

XIII. Cinque-trois, to make the trois point in your table, for a gammon, or a hit.

XIV. Cinque-deuce, to play two men from the five placed in your adversary's outer tables, for a gammon, or a hit.

XV. Cinque-ace, to bring one man from the five placed in your adversary's outer tables for the cinque, and to play one man down on the cinque point in your own tables for the ace, for a gammon only.

XVI. Quatre-trois, two men to be brought from the five placed in your adversary's outer tables, for a gammon, or a hit.

XVII. Quatre-deuce to make the quatre point in your own tables, for a gammon, or a hit.

XVIII. Quatre-ace, to play a man from the five placed in your adversary's outer tables for the quatre, and for the ace, to play a man down upon the cinque point in your own tables, for a gammon only.

XIX. Trois-deuce, two men to be brought from the five placed in your adversary's tables, for a gammon only.

XX. Trois-ace, to make the cinque point in your own tables, for a gammon, or a hit.

XXI. Deuce-ace, to play one man from the five placed in your adversary's tables for the deuce; and for the ace, to play a man down upon the cinque point in your own tables, for a gammon only.

Directions how to Play the Chances that are marked thus () when you are only to Play for a Hit.*

I. *Two trois, two of them are to be played on your cinque point in your own tables, and with the other two take the quatre point in your adversary's tables.

II. *Two deuces, two of them are to be played on your quatre point in your own tables, and with the other two take the trois point in your adversary's tables.

The two foregoing cases are to be played in this manner, for this reason, viz., That thereby you avoid being shut up in your adversary's tables, and have the chance of throwing high doublets to win the hit.

III. *Two fours, two of them are to take your adversary's cinque point in his tables; and for the other two, two men are to be brought from the five placed in your adversary's tables.

IV. 1. *Cinque-ace, play the cinque from the five men placed in your adversary's tables; and play the ace from your adversary's ace point.

V. 2. *Quatre-ace, play the quatre from the five men placed in your adversary's tables, and the ace from the men on your adversary's ace point.

VI. 3. *Deuce-ace, play the deuce from the five men placed in your adversary's tables, and the ace from your adversary's ace point.

The three last chances are played in this manner, for, by

laying an ace down in your adversary's tables, you have a probability of throwing deuce ace, trois deuce, quatre trois, or size cinque, in two or three throws; in any of which cases you are to make a point, which gives you the better of the hit.

You may observe, by the directions given in this chapter, that you are to play nine chances out of the thirty-six in a different manner for a single hit, to what you would do when playing for a gammon.

Some Observations, Hints, and Cautions, which are to be attended to.

I. By the directions given to play for a gammon, you are voluntarily to make some blots, the odds being in your favor, that they are not hit; but should it so happen, that any blot is hit, as in this case, you will have three men in your adversary's table, you must then endeavour to secure your adversary's cinque, quatre, or trois point, to prevent a gammon, and must be very cautious how you suffer your adversary to take up a fourth man.

II. Take care not to crowd your game at any time, if possible. What is meant by crowding a game, is the putting many men either upon your trois or deuce point in your own tables; which is, in effect, losing those men, by not having them in play.

Besides, by crowding your game, to attempt to save a gammon, you are often gammoned; because when your adversary finds your game open, by being crowded in your own tables, he may then play his game as he thinks fit.

III. By recourse had to the calculations, you may know what are the Odds of your entering a single man upon any certain number of points, and by that means you may play your game accordingly.

IV. If you are obliged to leave a blot, by recourse to the calculation for hitting it, you will find the chances for and against; and consequently you will be enabled to judge how to play your game to the greatest advantage.

V. You will also find by the calculations, the odds for and

against you, upon being hit by double dice, and consequently you will choose such a method of play as is most to your advantage.

VI. If it is necessary to make a run, in order to win a hit, and you would know to a point which is the forwarder, take the following method :

Begin with reckoning how many points you must have, to bring home to your size point in your own tables, the man that is at the greatest distance from it, and do the like by every other man that is abroad ; when the numbers of those absentees are summed up, add to them the following numbers for those already in your own tables, (supposing the men that were abroad as on your size point for bearing) namely, six for every man on the size point, five for every man on the cinque point, four for every man on the quatre point, three for every man on the trois point, two for every man on the deuce point, and one for every man on your ace point. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

Observations and Directions for a Learner who has made some Progress at Back-gammon ; particularly Directions for bearing his men.

I. If your adversary be greatly before you, never play a man from your quatre, trois, or deuce points, in order to bear that man from the point where you put it, because nothing but high doublets can give you any chance for the hit ; therefore, instead of playing an ace or a deuce from any of the aforesaid points, always play them on from your size or highest point ; by which means you will find, that throwing two fives, or two fours, will, upon having eased your size and cinque points, be of great advantage to you : Whereas, had your size point remained loaded, you must, perhaps, be obliged to play at length those fives and fours.

II. Whenever you have taken up two of your adversary's men, and happen to have two, three, or more points made in your own tables, never fail spreading your men, in order either to take a new point in your tables, or to be ready to hit the man your adversary may happen to enter. As soon

as he enters one of his men, you are to compare his game with your's; and if you find your game equal to his, or better, never fail taking his man up, if you can, because it is 25 to 11 against his hitting you; which chance being so much in your favor, you ought always to run that risk, when you have already two of his men up.

There is this exception to this rule, that if you play for a single hit only, and your playing that throw otherwise gives you a better chance for the hit, you ought not to take up that man.

III. Never be deterred from taking up any one man of your adversary's, by the apprehension of his hitting you with double dice, because the fairest probability your adversary has of hitting you, is 5 to 1 against him.

IV. If you should happen to have five points covered in your tables, and to have taken up one of your adversary's men, and are obliged to leave a blot out of your tables, rather leave it upon doublets, than any other chance, because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

V. Two of your adversary's men in your tables, are better for a hit, than any greater number, provided your game be forwardest, because his having three or more men in your tables, gives him more chance to hit you, than if he had only two men there.

VI. If you are to leave a blot, upon entering a man in your adversary's tables, or otherwise, and have it in your choice to leave it upon what point you please, always choose that which is the most disadvantageous to him. To illustrate this by an example, let us suppose it his interest to hit you or take you up as soon as you enter, in that case leave the blot upon his lowest point; that is to say upon his deuce, rather than upon his trois point, or upon his trois, preferable to his quatre point; or upon his quatre, preferable to his cinque point; because, (as has been mentioned before) all the men your adversary plays upon his trois, or his deuce points, are deemed as lost, being in a great measure out of play, those men not having it in their power to make his cinque point, and consequently his game will be crowded there, and open elsewhere, whereby you will be able also much to annoy him.

VII. To prevent your adversary from bearing his men to the greatest advantage, when you are running to save your gammon; as, for instance, suppose you should have two men upon his ace point, and several other men abroad, though you should lose one point or two in putting your men into your tables, yet it is your interest to leave a man upon your adversary's ace point, which will have this consequence; that it will prevent his bearing his men to the greatest advantage, and will also give you the chance of his making a bolt, which you may chance to hit. But if, upon a calculation, you find that you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

Cases, showing how to calculate the odds of saving or winning a Gammon.

I. Suppose your tables are made up, and that you have taken up one of your adversary's men; and suppose your adversary has so many men abroad as require three throws to put them in his tables.

It is then about an equal wager that you gammon him.

Because, in all probability, you will bear two men before you open your table, and when you bear the third man, you will be obliged to open your size or cinque point; in that case it is probable that your adversary must take two throws before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put into his own tables the men which were abroad, which in all, make seven throws; and as you have twelve men to bear, these probably will take seven throws in bearing, because you may twice be obliged to make an ace, or a deuce, before you can bear all your men.

No mention is made of doublets on either side, that event being equal to each party.

The foregoing case shows it is in your power to calculate very nearly the odds of saving or winning a gammon upon most occasions.

II. Suppose I have three men upon my adversary's ace

point, and five points in my tables, and that my adversary has all his men in his tables, three upon each of his five highest points:

What is the probability for his gammoning me, or not?

For his bearing 3 men from his 6 point, is	18
from his 5 point,	15
from his 4 point,	12
from his 3 point,	9
from his 2 point,	6
Total, ———	60

To bring my three men from my adversary's ace point, to my size point in my tables, being for each 18 points; makes in all ——— 54
The remainder is 6

And besides the six points in your favor, there is a further consideration to be added for you, which is, that your adversary may make one or two blots in bearing, as is frequently the case. You see by this calculation, that you have greatly the better of the probability of saving your gammon.

This case is supposed upon an equality of throwing.

III. Suppose I leave two blots, neither of which can be hit but by double dice; to hit the one, that cast must be eight, and to hit the other it must be nine; by which means my adversary has only one die to hit either of them.

What are the odds of his hitting either of these bolts?

The chances on two dice are in all, 36.

The chances to hit 8 are, 6 and 2 twice,	2
5 and 3 twice,	2
2 deuces,	1
2 fours,	1
The chances to hit 9 are, 6 and 3 twice,	2
5 and 4 twice,	2
2 trois,	1

Total chances for hitting, 11

Remaining chances for not hitting, 25

So that it is 25 to 11 that he will not hit either of those blots.

IV. To give another example, let us suppose that I leave two other blots than the former, which cannot be hit but by double dice, the one must be hit by eight, and the other by seven.

What are the odds of my adversary's hitting either of these blots?

The chances on two dice are in all, 36.

The chances to hit 8 are, 6 and 2 twice,	.	.	.	2
5 and 3 twice,	.	.	.	2
two fours,	.	.	.	1
two deuces,	.	.	.	1
The chances to hit 7 are, 6 and 1 twice,	.	.	.	2
5 and 2 twice,	.	.	.	2
4 and 3 twice,	.	.	.	2
m				—
Total chances for hitting,	.	.	.	12
				—
Remain chances for not hitting,	.	.	.	24
				—

Therefore it is two to one that I am not hit

The like method is to be taken with three, four, or five blots upon double dice ; or with blots made upon double and single dice at the same time ; you are then only to find out (by the table of 36 chances) how many there are to hit any of those blots, and add all together in one sum, which subtract from the number of 36, which is the whole of the chances upon two dice : so doing resolves any question required.

V. The following cases are to show a way of calculating, which may be called a mechanical way of solving questions of the like nature.

What are the odds of throwing 7 twice, before 10 once?

It is 5 to 4 that 10 is thrown once before 7 is thrown twice, which is demonstrated as follows :

Suppose the stake depending is nine pounds, my first throw entitles me to have one-third part of that money, because 7 has 6 chances for it, and 10 has but 3 chances, and therefore it is two to one.

For the first throw, £3 0s. 0d.
 Having taken 3*l*. out of the 9*l*. for the first throw,
 the remainder is 6*l*. out of which a third part
 is to be taken for the second throw 2 0 0

The total is,	5	0	0
Remains,	4	0	0

The whole stake is, £9 0 0

VI. What are the odds of entering a man upon any certain point in two throws?

Suppose 36 shillings is the whole stake depending, what is my share of that stake, having laid 18 shillings that I enter in two throws? By the calculations in the table of 36 chances, it is found that I have 11 chances out of the 36 for entering the first throw, for which therefore I am entitled to 11 out of the 36 shillings.

The stake is, 0 36 0

For the first throw, 0 11 0

Remains, £0 25 0

The remainder, being 25 shillings, is to be divided into 36 equal parts, of which I am entitled to eleven of those parts, which makes 7*s*.

7½*d*., for the second throw 0 7 7½

Adding this to the other 11 shillings, makes my share of the stake to be 0 18 7½

Then my adversary's share will be 0 17 4½

Total of the stake, £0 36 0

Therefore it is very nearly 15 to 14 in favor of entering a man upon any certain point in two throws.

CHAPTER VIII.—*Critical case for a Back-game.*

I. Let us suppose A plays the fore-game, and that all his men are placed in the usual manner :

For B's game, suppose that fourteen of his men are placed upon his adversary's ace point, and one man upon his adversary's deuce point, and that B is to throw.

Which game is likeliest to win the hit?

A's is the best by 21 for, to 20 against; because, if B misses an ace to take his adversary's deuce point, which is 25 to 11 against him, A is, in that case, to take up B's men in his tables, either singly, or to make points; and if B secures either A's deuce or trois point, in that case, A is to lay as many men down as possible, in order to be hit, that thereby he may get a back-game.

When you are pretty well versed in the game of Backgammon, by practising this back-game, you will become a greater proficient in the game than by any other method, because it clearly demonstrates the whole power of the back-game.

Back-game.

II. Let us suppose A to have five men placed upon his size point, five men upon his quatre point, and five men upon his deuce point, all in his own tables :

And suppose B to have three men placed upon A's ace point, three men upon A's trois point, and three men upon A's cinque point; let B also have three men upon his size point in his own tables, and three men placed out of his tables, in the usual manner :

Who has the better of the hit?

It is an equal game; but to play it critically, the difficulty lies upon B, who is in the first place to endeavour to gain his cinque and quatre points in his own tables; and when that is effected, he is to lay two men from A's cinque point, in order to oblige his adversary to blot, by throwing an ace, which, if B hits, he will have the fairest probability of winning the hit.

Back-game.

III. Suppose A has three men upon B's ace point, and three men upon B's deuce point, also three men upon his size point in his own tables, and three men upon his usual point out of his tables, and three men where his five men are usually placed in his adversary's tables :

And let us suppose B has his men placed in the same manner, both in his own and his adversary's tables, with this difference only, viz. instead of having three men put upon A's deuce point, let him have three men upon A's trois point:

Q. Who has the best of the hit?

A. A, because the ace and trois points are not so good for a hit, as the ace and deuce points in your adversary's tables, for when you are bearing your men, you have the deuce point in your own tables to play your men upon, which often prevents your making a blot, which must happen otherwise to your adversary; and take care to lay down men to be hit as often as you can, in order to keep your game backward, and for the same reason avoid hitting any blots which your adversary makes.

A Case of Curiosity and Instruction.

IV. Let us suppose A has fifteen men upon B's ace point, B is supposed to have his bar point, also his size, cinque, quatre, and trois points in his own tables:

How many throws is A likely to take to bring his fifteen men into his own tables, and to bear them?

A. You may undertake to do it in seventy-five throws.

It is odds in A's favor that he throws an ace in two throws; it is also odds in A's favor that he throws a six in two throws; when these events happen, A has a probability of not wanting above two or three throws to play till he has got all his fifteen men into his own tables: therefore, by a former rule laid down to bring your men home, and also for bearing your men, you may be able to find out the probability of the number of throws required. Note, B stands still, and does not play.

A Case of Curiosity and Instruction.

V. Where A and B shall play as fast as usual, and yet A shall make the hit last, probably, for many hours.

We will suppose B to have borne thirteen men, and that A has taken up the two remaining men:

And let us suppose that A has fifteen men in B's tables, viz. three men upon his size point, three men upon his cinque point, three upon his quatre point, three upon his trois point, two upon his deuce point, and one upon his ace point:

The method, which A is to take, is this : let him bring his fifteen men home, by always securing six close points, till B has entered his two men, and brought them upon any certain point ; as soon as B has gained that point, A must open an ace, deuce, or trois, or all three ; which effected, B hits one of them, and A, taking care to have two or three men in B's tables, is ready to hit that man ; and also, he being assured of taking up the other man, has it in his power to prolong the hit to almost any length, provided he takes care not to open such points, as two fours, two fives, or two sixes, but always to open the ace, deuce, or trois points, for B to hit him.

VI. To know what are the odds upon two dice, for throwing two sixes, two fives, or two fours, in three throws ; by mechanical calculation, it may be found thus :

A. Supposing 36 shillings to be the stake depending, *s. d.*
the thrower will be entitled to have for his first throw, 3 0
which deducted out of 36, remains 33 ; which divided
again into 36 parts, make so many eleven pences, out
of which the thrower is to have 3 for his second throw, 2 9

The remainder, 30 shillings and three pence, is again
to be divided into 36 parts ; dividing the 30 shillings
so, make so many ten pences, and the three pence divided
into so many parts, make so many thirds of farthings,
of which the thrower is to have three parts for
his share for his third throw 2 6½

Total for the thrower 8 3½

So that it is 27*s.* 8½*d.* to 8*s.* 3½*d.* against the thrower ;
which reduced into the smallest number, is very nearly as 10
to 3, that two sixes, or two fives, or two fours, are not thrown
in two throws.

Back-game.

VII. Suppose A to have two men upon his size point in his own tables, three men upon his usual point in his outer table, two men upon the point where his five men are usually placed in his adversary's tables, five men upon his adversary's ace point, and three men upon his adversary's quatre point :

And suppose B to have two men upon his size point in his own tables, three men upon his usual point in his outer table,

two men upon the point where his five men are usually placed in his adversary's tables, five men upon his adversary's ace point, and three men upon his adversary's trois point :

Who has the fairest chance to win the hit ?

A has, because he is to play either an ace, or a deuce, from his adversary's ace point, in order to make both these points as occasion offers ; and having the quatre point in his adversary's tables, he may more easily bring those men away, if he finds it necessary, and he will also have a resting place by the conveniency of that point, which at all times in the game will give him an opportunity of running for the hit, or staying, if he thinks proper. Whereas B cannot so readily come from the trois point in his adversary's tables.

A Case of Curiosity.

I. Let us suppose A and B place their men in the following manner for a hit :

Suppose A to have three men upon his size point in his own tables, three men upon the usual point in his outer table, and nine men upon his adversary's ace, deuce, and trois points, three men to be placed upon each point ; and suppose B's men to be placed in his own, and in his adversary's tables, in the same order and manner.

The result is, that the best player ought to win the hit ; and the dice are to be thrown for, the situation being perfectly equal in A's and B's game.

If A throws first, let him endeavour to gain his adversary's cinque point ; when that is effected, let him lay as many blots as possible, to tempt B to hit him ; for every time that B hits them will be in A's favor, because it puts B backward ; and let A take up none of B's men for the same reason.

A is always to endeavour to have three men upon each of his adversary's ace and deuce points ; because when B makes a blot, these points will remain secure, and by recourse had to a former case (No. V. in the former chapter) when A has borne five, six, or more men, yet A may secure six close points out of his tables, in order to prevent B from getting his man home ; and by recourse had to the calculations, he may easily find out (in case he makes up his tables) who has the better of the hit ; and if he finds that B is forwarder,

he is then to endeavour to lay such blots to be taken up by his adversary, as may give him a chance for taking up another man, in case B should happen to have a blot at home.

Those who play the foregoing game well, may be ranked in the first form.

A Case of Curiosity.

II. A and B play at Backgammon. A has borne thirteen men, and has two men to bear upon his deuce point, B has thirteen men in his own tables, with two men to enter. B is to throw, and to name the throws both for himself and A, but not to hit a blot on either side :

What throws is B to name for both parties, in order to save his gammon ?

B calls for himself two aces, which enter his two men upon A's ace point. B also calls two aces for A, and consequently A cannot either bear a man, nor play one; then B calls for two sixes for himself and carries one man home upon his size point in his own tables, and the other he places upon his adversary's bar point : B also calls size-ace for A, so that A has one man left to bear, and then B calls for himself either two sixes, two fives, or two fours, any of which bear a man, in case he has men in his own tables upon those points, and to save his gammon.

II. The following question is to be attended to, as being critical and instructive :—

Suppose that all the points both on yours and your adversary's tables are covered :

Also that you have one man to carry home, but that he has two men on your barr point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose also that you have it in your choice to run the risk of being hit, by 7, or by 8, both of which are chances upon double dice :—

Which of these chances is it best for you to venture ?

That of 7, for the following reasons : First, because that the chances of being hit by 7, or by 8, are equal.

Secondly, If he does not hit 7, you will then have in your favor 23 chances to 13, that by your next throw you either hit him or pass beyond him.

Thirdly, In case your second throw should happen to be

under 7, and that consequently you cannot hit him, yet you may play that cast at home, and consequently leave the blot upon double dice.

Whereas if, on the contrary, you had left the blot upon 8, you would have made a bad choice, for the reasons following:—

First. Because the chances of being hit by 7, or by 8, are only equal.

Secondly. Because if you should escape the being hit by 8, yet you would then have but 17 chances in your favor, against 19 for either hitting him, or passing beyond him by your next throw.

Thirdly. In case your second throw should happen to be size-ace, which is short of him, you would then be obliged to play the man that is out of your tables, not being able to play the 6 at home, and consequently to leave a blot to be hit by a single (or flat) die; which event, upon supposition that you play for 18 shillings a game, would entitle him to 11 shillings of the whole stake depending.

THE LAWS OF BACKGAMMON.

I. If you take a man from any point, that man must be played; the same must be done if two men are taken from it.

II. You are not understood to have played any man, till you have placed him upon a point, and quitted him.

III. If you play with fourteen men only, there is no penalty attending it, because by playing with a lesser number than you are entitled to, you play to a disadvantage, by not having the additional man to make up your tables.

IV. If you bear any number of men, before you have entered a man taken up, and which consequently you were obliged to enter, such men, so borne, must be entered again in your adversary's tables, as well as the man taken up.

V. If you have mistaken your throw, and played, and if your adversary has thrown, it is not in your or his choice to alter it, unless both parties agree.

DRAUGHTS.

THIS interesting and highly scientific game has, by several of the writers upon it, been held to have preceded chess, of which it is supposed to be the root or source. Whether it may claim descent from the Greeks or Scandinavians is a point that may be left to the antiquarian, without any great social loss should he never succeed in settling it. In like manner the attempt to confer upon it any higher character than that of a rational means for the employment of a leisure hour may as conveniently be spared. The utility—in a general sense—of any mere game of science or skill, may be a question for philosophy—but it is one with which those who treat of its practical details have nothing to do—and of which most probably they could make nothing, if they had. Chess, according to Sir William Jones, dates some four thousand years back: if Draughts anticipated it, then, upon the principle that “age is honorable” the recreation we are about to treat of is one of no mean pretensions.*

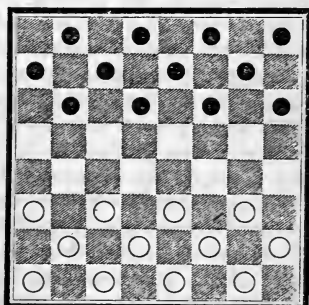
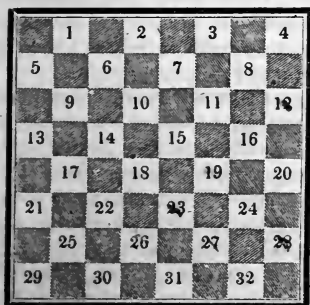
We do not discover, from any written record, that Draughts was much practised in Europe till the middle of the sixteenth century. In 1668, an elaborate treatise upon it was published in Paris, written by a celebrated professor of mathematics, M. Mallet. Nearly a century later Mr. William Payne, teacher of mathematics, published his celebrated *Introduction to the Game of Draughts*, London, 1756. Subsequently, in 1767, appeared “a Companion for the Draught-player,” by W. Painter, and there are other essays in type, but none that bear any comparison with “*The Guide to the Game of Draughts*, by Joshua Sturges, printed for the author, in London, 1800.” Sturges worked up the whole of his predecessor’s treatise in his more extended work, and with so much care and diligence, that half a century has elapsed without disturb-

* In Mr. Angus’s “*Savage Life and Scenes*,” it is stated that draughts is played by the savage tribes of the interior of New Zealand, under the name of E’mu, and that it does not seem possible they could have derived their knowledge of it from any other people.

ing the authority of his book. Mr Walker re-edited Sturges in 1835, and this improved edition is here given entire, with some additions by a skilful player of our metropolis, Mr. Martin.

Draughts it should always be remembered is purely a game of calculation, and as such craves wary policy. It is played by two persons upon a board of sixty-four squares, colored alternately Black and White, or any other two opposite colors. The board is placed with an upper white corner on the right hand, which brings the double white square to the lower right-hand corner.

Each player has twelve men; which on beginning the game, are placed on their respective sides, on the first three lines of white squares. The following diagrams represent the board and men in their original position; and also the mode in which the squares are conventionally numbered for the sake of reference.* It will be seen that, throughout this work, the upper half of the board is occupied by the twelve Black men, and the lower half by their antagonists, the White.



The men being placed, the game is begun by each player moving alternately one of his men, along the white diagonal on which they are first posted. The men can only move forward, either to the right or left, one square at a time, unless they have attained one of the four squares on the extreme line

* Practised players who have studied printed games are generally so familiar with the numerical position of the square that they can read and comprehend a series of intricate moves without even referring to the board.

of the board, on which they become kings, and can move either forward or backward, but still only one square at a time. The men take in the direction they move, by leaping over any hostile piece or pieces that may be immediately contiguous, provided there be a vacant white square behind them. The piece or pieces so taken are then removed from off the board, and the man taking them is placed on the square beyond. If several pieces, on forward diagonals, should be exposed by alternately having open squares behind them, they may all be taken at one capture, and the taking piece is then placed on the square beyond the last piece. To explain the mode of taking by practical illustration, let us begin by placing the draughts in their original position. You will perceive that if Black should move first he can only move one of the men placed on 9, 10, 11, or 12.—Supposing him then to play the man from 11 to 15, and White answering this move by playing his piece from 22 to 18, Black can take White by leaping his man from 15 to 22 and removing the captured piece off the board. Should Black not take in the above position, but move in another direction,—for instance, from 12 to 16, he is liable to be huffed; that is, White may remove the man with which Black should have taken, from the board, as a penalty for not taking; for, at Draughts, you have not the option of refusing to take, as at Chess, but must always take when you can, whatever be the consequence. The player who is in a position to huff his adversary has also the option of insisting on his taking, instead of standing the huff. When one party huffs the other, in preference to compelling the take, he does not replace the piece his adversary moved; but simply removes the man huffed, from off the board, and then plays his own move. Should he, however, insist upon his adversary taking the piece, instead of standing the huff, then the pawn improperly moved must first be replaced.

To give another example of huffing. Suppose a white man to be placed at 28, and three black men, at 24, 15, and 6, or 24, 16, and 8, with unoccupied intervals, he would capture all three men, and make a king, or be huffed for omitting to take them all, and it is not uncommon with novices to take one man, and overlook a second or third, "*en prise*" (*i. e.*, liable to be taken.)

When either of the men reaches one of the extreme squares of the board, he is, as already indicated, made a king, by having another piece put on, which is called crowning him. The king can move or take both forward or backward; keeping, of course, on the white diagonals. Both the king and common man can take any number of pieces at once which may be "*en prise*" at one move, and both are equally liable to be huffed. For instance: if White by reaching one of the back squares on his antagonist's side, say No. 2, had gained a king, he might upon having the move, and the Black pieces (either kings or men) being conveniently posted at No. 7, 16, 24, 23, and 14, with intermediate blanks, take them all at one fell swoop, remaining at square 9. But such a coup could hardly happen in English draughts. One of the great objects of the game, even at its very opening, is to push on for a king; but it is unnecessary to dwell much on the elementary part of the science, as the playing through one of the many games annexed, from the numbers, will do more in the way of teaching the rudiments of Draughts, than the most elaborate theoretical explanation.

The game is won by him who can first succeed in capturing, or blocking up, all his adversary's men, so that he has nothing left to move; but when the pieces are so reduced that each player has but a very small degree of force remaining; and, being equal in numbers, neither can hope to make any decided impression on his antagonist, the game is relinquished as drawn. It is obvious that were this not the case, and both parties had one or two kings, the game might be prolonged day and night, with the same hopeless chance of natural termination, as at the first moment of the pieces being resolved into the position in question. It has already been shown that when a man reaches one of the squares on the extreme line of the board, he is crowned and becomes a king; but there is another point relative to this, which it is necessary to understand. The man, thus reaching one of the extreme squares, finishes the move on being made a king, and cannot take any piece which may be "*en prise*." He must first await his antagonist's move, and should he omit to remove or fortify an exposed piece it may then be taken. To exemplify this, place a White man on 11, and Black men on 7 and 6:—White, having the move, takes the man and demands that his own

man should be crowned ; but, he cannot take the man on 6 at the same move ; which he could do were his piece a king when it made the first capture. But if the piece be left there after the next move he must take it.

In particular situations, to have the move on your side, is a decisive advantage. This is a matter little understood by ordinary players, but its importance will fully appear by studying the critical situations. To have the move, signifies your occupying that position on the board which will eventually enable you to force your adversary into a confined situation, and which at the end of the game, secures to yourself the last move. It must, however, be observed, that where your men are in a confined state, the move is not only of no use to you, but, for that very reason, may occasion the loss of the game. To know in any particular situation whether you have the move, you must number the men and the squares, and if the men are even and the squares odd, or the squares even and the men odd, you have the move. With even men and even squares, or odd men and odd squares, you have not the move. This will be best explained by an example : Look, then, at the 8th critical situation, where White plays first ; there the adverse men are even, two to two ; but the White squares, being five in number, are odd. The squares may be thus reckoned—from 26, a White king, to 28, a Black king, are three, viz. 31, 27, and 24—The White squares between 32, a White man, and 19, a Black man, are two, viz. 27 and 23. You may reckon more ways than one, but reckon which way you will, the squares will still be found odd, and therefore, White, so situated, has the move. When you have not the move, you must endeavour to procure it by giving man for man, a mode of play fully and successfully exemplified in this treatise.

There is another mode which will, in less time than reckoning the squares, enable you to see who has the move. For instance, if you wish to know, whether any one man of your's has the move of any one man of your adversary's, examine the situation of both, and if you find a Black square on the right angle, under his man, you have the move :—For example, you are to play first, and your White man is on 30, when your adversary's Black man is on 3. In this situation, you will find the right angle in a black square between 31 and 32,

immediately under 3, and therefore you have the move. This Rule will apply to any number of men, and holds true in every case.

There is a third mode, more ingenious still, communicated by Mr. Martin, and now published for the first time. Count all the pieces (of both colours) standing on those columns (not diagonals) which have a white square at the bottom, and if the number be odd, and White has to play, he has the move; if the number be even, the move is with Black.

It is a mistake to suppose that any advantage is derived from playing first. It is admitted, that he who plays first has not the move, the men and squares being then both even; but, though he who plays second has the move, it can be of no service to him in that stage of the game. The truth is, that when the combatants continue giving man for man, the move will alternately belong to one and the other. The first player will have it at odd men, at 11, 9, 7, 5, 3, and 1; the second player will have it at even men, at 12, 10, 8, 6, 4, and 2; and therefore some error must be committed, on one side or the other, before the move can be forced out of that direction.

To play over the games in this work, number the White squares on your draught-board from 1 to 32, and remember that in our diagram the Black pieces always occupy the first twelve squares. The abbreviations are so obvious, that they cannot need explanation;—a B. for Black, W. for White, Var. for Variation, &c. Occasionally, stars (asterisks) are introduced, to point out the move causing the loss of the game. The learner begins with the first game, and finding the leading move to be 11. 15 (that is, from 11 to 15), knows that Black begins the game. The second move 22. 18 belongs to White, and the game is thus played out; each party moving alternately. After finishing the game, the player proceeds to examine the variations to which he is referred by the letters and other directions. The numerous variations on some particular games, and the consequent necessity each time of going through the leading moves up to the point at which the variation arises, will, probably, at first, occasion some little fatigue; but this will be soon forgotten in the speedy and decided improvement found to be derived from this course of study. One of the minor advantages resulting from a

numerous body of variations is, that, in tracing them out, the leading moves are so frequently repeated that they become indelibly fixed in the mind of the player; who thus remembers which moves are to be shunned as dangerous if not ruinous, and which moves are to be adopted as equally sound and scientific.

As to general advice relative to draught-playing, next to nothing can be learnt from a volume of such instruction. The various modes of opening will be seen by reference to the accompanying examples. Among the few general rules that can be given you should bear in mind, that it is generally better to keep your men in the middle of the board, than to play them to the side squares,—as, in the latter case, one-half of their power is curtailed. And when you have once gained an advantage in the number of your pieces you increase the proportion by exchanges; but in forcing them you must take care not to damage your position. If you are a chess-player, you will do well to compare the draughts in their march and mode of manœuvring with the Pawns at Chess; which, as well as the Bishops or other pieces, are seldom so strong on the side squares as in the centre of the board. Accustom yourself to play slow at first, and, if a beginner, prefer playing with those who will agree to allow an unconditional time for the consideration of a difficult position, to those who rigidly exact the observance of the strict law. Never touch a man without moving it, and do not permit the loss of a few games to ruffle your temper, but rather let continued defeat act as an incentive to greater efforts both of study and practice. When one player is decidedly stronger than another, he should give odds to make the game equally interesting to both parties. There must be a great disparity indeed if he can give a man, but it is very common to give one man in a rubber of three games; that is, in one of the three games, the superior player engages to play with only 11 men instead of 12.—Another description of odds consists in giving the drawn games; that is, the superior player allows the weaker party to reckon as won, all games he draws. Never play with a better player without offering to take such odds as he may choose to give. If you find yourself, on the other hand, so superior to your adversary, that you feel no amusement in playing even—offer him odds, and should he refuse, cease

playing with him unless he will play for a stake; the losing which, for a few games in succession, will soon bring him to his senses, and make him willing to receive the odds you offer. Follow the rules of the game most rigorously, and compel your antagonist to do the same; without which, Draughts are mere child's play. Never touch the squares of the board with your finger, as some do, from the supposition that it assists their powers of calculation, and accustom yourself to play your move off-hand when you have once made up your mind: without hovering with your fingers over the board for a couple of minutes, to the great annoyance of the lookers-on. Finally, bear in mind what may well be termed the three golden rules to be observed in playing games of calculation:—Firstly, to avoid all boasting and loud talking about your skill—Secondly, to lose with good temper—and, Thirdly, to win with silence and modesty.

LAWS OF THE GAME.

1. The first move of each game is to be taken by the players in turn, whether the game be won or drawn. For the move in the first game at each sitting, the players must cast or draw lots, as they must for the men, which are, however, to be changed every game, so that each player shall use the black and white alternately. Whoever gains the choice may either play first, or call upon his adversary to do so.

2. You must not point over the board with your finger, nor do any thing which may interrupt your adversary's full and continued view of the game.

3. At any part of the game you may adjust the men properly on the squares, by previously intimating your intention to your adversary. This in polite society is usually done by saying "J'adoube." But after they are so adjusted, if you touch a man, it being your turn to play, you must play him in one direction or other if practicable; and if you move a man so far as to be in any part visible over the angle of an open square, that move must be completed, although by moving it to a different square you might have taken a piece, for the omission of which you incur huffing. The rule is "touch and move." No penalty, however, is attached to your touching any man which cannot be played.

4. In the case of your standing the huff, it is optional on

the part of your adversary, to take your capturing piece, whether man or king, or to compel you to take the piece or pieces of his, which you omitted by the huff. The necessity of this law is evident, when the young player is shown that it is not unusual to sacrifice two or three men in succession, for the power of making some decisive "*coup*." Were this law different, the players might take the first man so offered, and on the second's being placed "*en prise*," might refuse to capture, and thus spoil the beauty of the game, (which consists in the brilliant results arising from scientific calculation,) by quietly standing the huff. It should be observed, however, that on the principle of "touch and move," the option ceases the moment the huffing party has so far made his election as to touch the piece he is entitled to remove.—After a player entitled to huff has moved without taking his adversary, he cannot remedy the omission, unless his adversary should still neglect to take or to change the position of the piece concerned, and so leave the opportunity. It does not matter how long a piece has remained "*en prise*," it may at any time either be huffed or the adversary be compelled to take it. When several pieces are taken at one move, they must not be removed from the board until the capturing piece has arrived at its destination; the opposite course may lead to disputes, especially in Polish draughts. The act of huffing is not reckoned as a move, a "huff and a move" go together.

5. If, when it is your turn to play, you delay moving above three minutes, your adversary may require you to play; and should you not move within five minutes after being so called upon, you lose the game; which your adversary is adjudged to have won, through your improper delay.

6. When you are in a situation to take on either of two forward diagonals, you may take which way you please; without regard (as in Polish Draughts) to the one capture comprising greater force than the other. For example, if one man is "*en prise*" one way and two another, you may take either the one or the other, at your option.

7. During the game, neither party can leave the room without mutual agreement; or the party so leaving forfeits the game. Such a rule, however, could only be carried out with certain limitations.

8. When, at the end of the game, a small degree of force

alone remains, the player appearing the stronger, may be required to win the game in a certain number of moves; and, if he cannot do this, the game must be abandoned as drawn. Suppose that three Black kings and two White kings were the only pieces remaining on the board; the White insists that his adversary shall win or relinquish the game as drawn, after forty* moves (at most) have been played by each player. The moves to be computed from that point at which notice was given. If two kings remain opposed to one king only, the moves must not exceed twenty on each side. The number of moves once claimed they are not to be exceeded even if one more would win the game. A move, it should be observed, is not complete until both sides have played; therefore, twenty moves, so called, consist of twenty on each side. In giving the odds of "the draw," the game must, however, be played to a more advanced state than is required in any other case. When in such a game the situations become so equal that no advantage can be taken, he who gives the draw shall not occasion any unnecessary delay by uselessly repeating the same manœuvres; but shall force his adversary out of his strong position, or, after at most 20 moves, lose the game through its being declared drawn.

9. By-standers are forbidden to make any remarks whatever, relative to the game, until that game shall be played out. Should the players be contending for a bet or stake, and the spectator say anything that can be construed into the slightest approach to warning or intimation, that spectator shall pay all bets pending on the losing side, should that side win which has received the intimation.

10. Should any dispute occur between the players, not satisfactorily determined by the printed rules, the question must be mutually referred to a third party, whose decision shall be considered final. Of course, should a player commit any breach of the laws, and refuse to submit to the penalty, his adversary is justified in claiming the game without playing it out.

11. Respecting a false move, such as giving a common man the move of a king, or any other impropriety of the same sort, the law varies in different countries as to the penalty to be exacted by the opposite party. We cannot but suppose that

* We think half the number would be better.

such mistakes are unintentional, and consider it sufficient penalty that in all such cases the piece touched must be moved to whichever square the adversary chooses; or, he has the option of allowing the false move to stand, if more to his advantage. Should the piece be unable to move at all, that part of the penalty cannot be inflicted.

12. The rule (almost universal with English Draughts) is to play on the white squares. The exception (limited we believe to Scotland) is to play on the *black*. When, therefore, players are pledged to a match without any previous agreement as to which squares are to be played on, white must be taken as the law. The colour of the squares, excepting so far as habit is concerned, makes no difference in their relative position on the board.

In all cases, a player refusing to take, to play, or to comply with any of the rules, loses the game. Hence the saying "Whoever leaves the game loses it."

EXAMPLES OF GAMES, FROM STURGES.

(See *Explanations* at page 410.)

GAME 1.	27. 23	27. 31	22. 13	6. 9	14. 18
	6. 10	4. 8	15. 22	25. 21	Drawn.
11. 15	16. 12	31. 27	26. 17	9. 13	
22. 18	8. 11	24. 20	8. 12 A.	11. 7	B.
15. 22	28. 24	27. 23	27. 24	W. wins.	25. 21
25. 18	25. 29	8. 11	3. 7		10. 14
8. 11 var.	30. 25	23. 18	30. 25	A.	17. 10
29. 25	29. 22	11. 8	7. 10	9. 14	6. 15
4. 8	26. 17	18. 15	24. 19 B.	17. 10	13. 6
25. 22	11. 15	B. wins.	10. 14	6. 15.	2. 9
12. 16	20. 16		17. 10	27. 24	24. 19
24. 20	15. 18	Var.	6. 24	8. 12	15. 24
10. 15	24. 20	12. 16	13. 6 D.	24. 19	28. 19
27. 24*	18. 27	29. 25	1. 10 E.	15. 24	9. 14
16. 19	31. 24	8. 11	28. 19	28. 19	19. 15
23. 16	14. 18	24. 20	2. 6	5. 9	11. 27
15. 19	16. 11	10. 15	31. 26 G.	13. 6	20. 11
24. 15	7. 16	25. 22	11. 15	1. 10	1. 6
9. 14	20. 11	4. 8	20. 11	32. 28	32. 23
18. 9	18. 23	21. 17	15. 24	3. 7	6. 9
11. 25	11. 8	7. 10	23. 19	28. 24	23. 19
32. 27	23. 27	17. 14	10. 14	10. 14	14. 17
5. 14	8. 4	10. 17	26. 22	31. 26	21. 14

* These asterisks, wherever they occur, denote the moves which cause the loss of the game.

9. 18	E.	20. 16	31. 26	23. 19	16. 32
11. 7	2. 9	24. 8	15. 18	W. wins.	24. 19
18. 22	28. 19	17. 14	22. 15		32. 27
7. 3	9. 14	12. 19	11. 18	A.	31. 24
5. 9	25. 22	14. 16	32. 28	12. 19	20. 27
3. 7	1. 6	8. 12	2. 7	27. 23	17. 14
9. 13	32. 28	W. wins.	30. 25	7. 14	27. 31
7. 10	6. 9 F.		7. 11	23. 7	21. 17
22. 25 C.	31. 27	G.	25. 21	W. wins.	31. 26
10. 14	9. 13	25. 22	18. 22		25. 21
25. 29	27. 24	6. 9	26. 17	GAME 3	26. 22
31. 27	13. 17	32. 28	11. 15	11. 15	17. 13
29. 25	22. 18	9. 13	20. 16	22. 18	22. 17
Drawn.	14. 17	28. 24	15. 18	15. 22	14. 10
	23. 18	10. 14	24. 20	25. 18	17. 14
C.	16. 23	31. 26	18. 22	8. 11	10. 7
13. 17	24. 19	13. 17	27. 24	29. 25	18. 23
10. 14	W. wins.	22. 13	22. 26	4. 8	7. 3
17. 21		14. 17	19. 15	25. 22	23. 27
14. 17	F.	19. 15	12. 19	12. 16	3. 7
22. 25	6. 10	11. 27	13. 9	24. 19	14. 18
17. 22	28. 24	B. wins.	6. 22	16. 20	7. 11
25. 29	5. 9		15. 6	28. 24 var 1	27. 31
22. 26	31. 27	GAME 2.	1. 10	8. 12	11. 16
29. 25	9. 13	11. 15	24. 6	32. 28	31. 27
31. 27	22. 18	24. 20	Drawn.	10. 15	16. 20
W. wins.	13. 17	8. 11		19. 10	18. 22
	18. 9	22. 18	Var.	7. 14	B. wins.
D.	17. 22	15. 22	9. 13	30. 25	
28. 19	9. 6	25. 18	17. 14	11. 16	Var. 1.
9. 14	22. 26	4. 8	16. 19	18. 15	19. 15
25. 22	6. 2	29. 25	23. 16	3. 8	10. 19
2. 6	26. 31	10. 15	8. 12	22. 17	23. 16
22. 18	2. 7	25. 22	14. 10	14. 18	9. 14
6. 10	10. 14	12. 16	7. 23 A.	23. 14	18. 9
18. 9	19. 15	21. 17	16. 7	9. 18	5. 14
5. 14	11. 18	7. 10 var.	2. 11	26. 23	16. 12
13. 9	20. 11	17. 13	26. 10	6. 9	11. 15
14. 17	31. 26	8. 12	6. 15	23. 14	27. 23
9. 6	23. 19	28. 24	28. 24	9. 18	6. 10
10. 14	26. 23	9. 14	5. 9	15. 10	31. 27
6. 2	24. 20	18. 9	27. 23	8. 11	8. 11
17. 22	23. 32	5. 14	1. 6	10. 7 var 2	22. 17
19. 15	7. 10	23. 19	31. 26	11. 15	15. 18
11. 27	32. 27	16. 23	6. 10	7. 3	30. 25
20. 11	10. 17	26. 19	32. 28	2. 7	2. 6 A.
Drawn.	27. 24	3. 8	3. 7	3. 19	23. 19 B.

11. 15	17. 13	25. 22	31. 24	26. 22	5. 14
28. 24	12. 16	17. 13	10. 15	23. 26	24. 19
6. 9	25. 21	18. 23	19. 10	16. 11	15. 24
17. 13	18. 23	8. 4	12. 19	26. 30	28. 19
1. 6	Drawn.	10. 14	24. 15	11. 7	14. 17
26. 22		24. 20	18. 9	30. 26	32. 27
7. 11	GAME 4.	22. 18	28. 24	B. wins.	10. 14
19. 16	11. 15	4. 8	14. 18		27. 24
3. 7	22. 18	18. 22	24. 19	D.	3. 7
24. 19	15. 22	20. 16	18. 23	16. 12	30. 25
15. 31	25. 18	22. 18	19. 16	10. 14	6. 9
22. 8	8. 11	8. 11	9. 14	1. 5	13. 6
W. wins.	29. 25	7. 10	10. 6	26. 23	1. 10
	4. 8	28. 24	23. 27	5. 1	22. 13
A.	25. 22	14. 17	6. 1	23. 19	14. 18
1. 6	12. 16	24. 20	14. 10	1. 6	23. 14
17. 13	24. 20	10. 14	30. 25	19. 15	16. 30
11. 15	10. 14	11. 8	27. 31	6. 2	25. 21
28. 24	27. 24	17. 22	25. 21	15. 11	10. 17
7. 11	8. 12	8. 11	31. 26	2. 6	21. 14
23. 19	24. 19	14. 17	21. 17	3. 7	30. 25
11. 16	7. 10	11. 18	26. 23	6. 10	14. 9
26. 23	32. 27	17. 21	17. 13	14. 18	11. 15
6. 9	9. 13	B. wins.	10. 14	10. 3	9. 6
13. 6	18. 9		1. 5	18. 14	2. 9
2. 9	5. 14	A.	23. 19	12. 8	13. 6
21. 17	22. 18	27. 24	16. 12	B. wins.	15. 18
Drawn.	1. 5	3. 7	19. 15		6. 2
	18. 9	26. 22	5. 1	GAME 5.	7. 10
B.	5. 14	14. 17	15. 10	11. 15	2. 6
17. 13	19. 15	21. 14	1. 5	22. 18	10. 14
11. 16	11. 18	10. 26	10. 6	15. 22	6. 9
28. 24	20. 11	31. 22	B. wins	25. 18	25. 21
1. 5	18. 22	7. 10		8. 11	31. 26
32. 28	26. 17	30. 25	C.	29. 25	14. 17
7. 11	13. 22	10. 14	30. 26	4. 8	Drawn.
26. 22	11. 8	25. 21	9. 14	25. 22	
11. 15	22. 25	13. 17	10. 6	12. 16	Var. 1.
B. wins.	8. 4	22. 13	3. 8	24. 20	23. 19
	25. 29	6. 9	24. 20	10. 15	16. 23
Var. 2.	4. 8	Drawn.	8. 11	21. 17	26. 19
17. 14	2. 7		6. 1	7. 10	3. 7
11. 15	23. 19	B.	11. 15	27. 24	31. 27
21. 17	29. 25	11. 7	1. 6	8. 12	14. 18
16. 19	27. 24	6. 9	15. 19	17. 13	30. 25
31. 26	14. 18	13. 6	20. 16	9. 14	11. 16
2. 6	21. 17	23. 27	18. 23	18. 9	20. 11

7. 23	Var. 3.	20. 16	18. 27	2. 7	11. 15
25. 21	31. 27	11. 20	24. 20	8. 15	5. 1
18. 25	1. 5	18. 11	27. 32	7. 10	7. 11
27. 11	23. 19 A	10. 15	31. 27	14. 7	1. 5
25. 30	16. 23	22. 17	32. 23	6. 9	12. 16
11. 8	27. 9	3. 7	26. 12	B. wins.	13. 9
30. 26	5. 14	11. 8	17. 22		16. 19
8. 3	24. 19	7. 10	11. 8	Var 6.	B. wins.
26. 23	15. 24	8. 3	14. 18	25. 22†	
3. 8	28. 19	9. 14	8. 4	9. 6 E.	F.
23. 18	11. 15	3. 8	18. 23	2. 9	31. 26
8. 11	32. 23	14. 21	4. 8	13. 6	11. 15
10. 14	15. 24	8. 11	22. 26	22. 18	6. 2
24. 19	28. 19	6. 9	30. 25	6. 2 F.	7. 11
18. 23	3. 8	B. wins.	26. 30	18. 23	2. 6
11. 16	26. 23		25. 22	2. 6	18. 14
14. 17	14. 17	C.	30. 25	11. 15	26. 23
21. 14	22. 18	22. 17 D.	22. 17	6. 2	12. 16
6. 10	17. 22	15. 31	25. 21	7. 11	B. wins.
14. 7	B. wins.	24. 8	17. 14	2. 6	
2. 20		5. 9	21. 17	15. 18	GAME 6.
19. 15	A.	30. 25	14. 9	6. 10	11. 15
1. 6	23. 18	31. 26	17. 14	18. 22	22. 18
B. wins.	14. 23	B. wins.	Drawn.	10. 14	15. 22
	26. 19 B.			22. 25	25. 18
Var. 2.	16. 23	D.	Var. 5.	14. 17	8. 11
30. 25	27. 18	26. 23	22. 18	25. 29	29. 25
14. 17	10. 14	19. 26	1. 5	17. 14	4. 8
25. 21	18. 9	30. 23	18. 9	29. 25	25. 22
3. 7	5. 14	10. 14	5. 14	14. 10	12. 16
21. 14	30. 26	18. 9	26. 22	25. 22	24. 20
10. 17	12. 16	5. 14	17. 26	10. 14	10. 15
24. 19	26. 23	23. 19	31. 22	23. 27	21. 17
15. 24	14. 17	6. 10	14. 17	14. 10	7. 10
28. 19	24. 19	32. 27	22. 18	22. 17	17. 13
7. 10	15. 24	B. wins.	17. 22	31. 26	8. 12
32. 27	28. 12		19. 15	27. 32	28. 24
17. 21	17. 26	Var. 4.	16. 19	26. 23	10. 14 var
22. 18	23. 18	22. 18	15. 8	32. 28	23. 19
21. 25	6. 10	1. 5	19. 28	23. 19	16. 23
18. 15	B. wins.	18. 9	18. 14	28. 32	26. 10
11. 18		5. 14	28. 32	B. wins.	14. 23
20. 11	B.	19. 15	8. 3	E.	27. 18
25. 30	27. 18	11. 18	7. 11	9. 5	6. 15
23. 7	16. 19	20. 11	23. 19	22. 18	13. 6
B. wins.	32. 27 C.	12. 16	32. 27	31. 26	1. 10
	5. 9	27. 24	3. 8		31. 26

5. 9	28. 19	3. 8	1. 5	23. 18	15. 18
26. 23	14. 17	23. 18	9. 6	30. 26	24. 20
9. 13	22. 18	14. 23	5. 1	18. 15	18. 22
23. 19	17. 22	27. 18	14. 10	26. 31	27. 24
13. 17	18. 14	12. 16	1. 5	B. wins.	22. 26
22. 13	6. 10	32. 27 D.	6. 1		19. 15
15. 22	14. 7	16. 19	5. 9	F.	12. 19
32. 28	3. 10	18. 14	10. 15	26. 19	13. 9
10. 14	23. 18	19. 28	9. 5	3. 8	6. 22
19. 16	2. 6	14. 7	15. 18	31. 26 H.	15. 6
12. 19	B. wins.	15. 18	21. 17	15. 18	1. 10
24. 8		22. 15	18. 22	22. 15	24. 6
3. 12	A.	11. 18	17. 14	11. 18	8. 12
13. 9	26. 19	7. 3	1. 6	32. 28 I.	Drawn.
14. 18	16. 23	8. 12	5. 1	2. 7	
28. 24	27. 18	27. 24	6. 2	30. 25	H.
18. 23	12. 16	28. 32	14. 9	14. 17 G.	27.
24. 19	32. 28	24. 19	B. wins.	25. 21	15.
23. 27	16. 19	6. 10		18. 22	22. 15
19. 15	30. 26 B.	3. 8	D.	21. 14	11. 27
27. 32	1. 5	32. 28	30. 26	10. 17	32. 23
15. 11	31. 27	8. 11	16. 19	26. 23	8. 11
32. 27	5. 9	28. 24	32. 28	17. 21	30. 26
9. 5	20. 16	11. 15 L.	8. 12	23. 18	14. 17
27. 23	11. 20	18. 23	22. 17	22. 26	26. 22
5. 1	18. 11	15. 6	15. 31	18. 14	17. 26
22. 26	10. 15	2. 9	24. 8	1. 5	31. 22
Drawn.	22. 17	13. 6	31. 26	19. 15	10. 14
	3. 7	24. 15	B. wins	26. 31	22. 18
Var.	11. 8	30. 25		27. 23	1. 5
9. 14	7. 10	15. 10	E.	7. 11	18. 9
18. 9	B. wins.	6. 1	32. 28	23. 19	5. 14
5. 14		10. 14	5. 14	11. 18	B. wins.
23. 18 C.	B.	1. 6	26. 23	19. 15	
14. 23	18. 14	23. 26	3. 8	18. 22	I.
27. 18 A.	10. 26	25. 21	23. 19	24. 19	26. 22
16. 19	30. 7	26. 30	15. 18	31. 27	18. 25
32. 28	B. wins.	6. 1	22. 15	28. 24	30. 21
10. 14		30. 26	11. 18	Drawn.	14. 18
13. 9	C.	1. 5	31. 26		32. 28 K.
1. 5	23. 19	26. 22	18. 22	G.	10. 15
26. 23	16. 23	5. 1	26. 17	7. 11	19. 10
19. 26	27. 9 F.	22. 17	14. 21	25. 21	6. 15
30. 23	1. 5	1. 5	30. 26	18. 22	21. 17
5. 14	26. 23 E.	17. 13	21. 25	26. 17	8. 11
24. 19	5. 14	5. 1	26. 23	11. 15	B. wins.
15. 24	31. 27	13. 9	25. 30	20. 16	

K.	12. 19	15. 10	20. 11	10. 14	D.
21. 17	23. 16	6. 15	15. 18	16. 11 B.C.	5. 9
8. 11	10. 14	13. 9	22. 15	19. 24	22. 18
27. 23	17. 10	15. 18	10. 28	28. 19	8. 11
18. 27	7. 14	22. 15	11. 7	21. 25	26. 23
32. 23	24. 19	14. 18	6. 10	30. 21	17. 22
11. 15	15. 24	15. 10	7. 2	14. 18	18. 15
20. 16	28. 19	8. 12	28. 32	21. 14	11. 18
15. 18	1. 5	9. 5	2. 7	18. 25	23. 5
23. 7	22. 17	2. 6	32. 27	29. 22	7. 11
2. 27	14. 18	10. 7	23. 19	6. 9	24. 20
17. 14	26. 23	6. 9	27. 31	13. 6	3. 7
27. 32	18. 27	27. 24	25. 22	2. 25	27. 23 E.
19. 15	32. 23	9. 13	31. 27	Drawn.	6. 10
32. 27	6. 10	24. 15	7. 11		32. 27
B. wins.	13. 6	17. 22	27. 24	B.	11. 16
	2. 9	26. 17	19. 16	27. 23	20. 11
L.	17. 13	13. 29	24. 27	14. 18	7. 16
19. 16	9. 14	15. 10	16. 12	23. 24	28. 24
12. 19	Drawn.	29. 25	27. 31	19. 23	22. 26
11. 15		7. 2	12. 8	26. 19	29. 25
Drawn.	Var. 1.	25. 22	1. 6	17. 26	26. 31
	15. 18	Drawn.	8. 3	30. 23	25. 22
GAME 7.	17. 13		14. 18	6. 9	2. 6
22. 18	9. 14	Var. 2.	22. 15	13. 6	22. 18 F.
11. 15	26. 23	31. 26	31. 22	2. 27	16. 20
18. 11	14. 17	10. 17	11. 16	B. wins.	18. 14
8. 15	23. 14	25. 22	10. 19		10. 17
21. 17	17. 21	8. 11 D.	16. 23	C.	23. 18
4. 8	27. 23 var 2	27. 23	6. 10	29. 25	17. 22
23. 19	10. 17	7. 10	3. 7	3. 8	30. 26
8. 11 var 1	31. 26	29. 25 A.	10. 14	27. 23	22. 25
17. 13	5. 9	11. 15	7. 10	8. 12	26. 22
9. 14	25. 22	32. 27	22. 26	16. 11	25. 30
27. 23	9. 14	3. 7	23. 19	5. 9	22. 17
5. 9	29. 25	19. 16	26. 22	23. 16	30. 26
25. 22	8. 11	12. 19	10. 15	12. 19	18. 14
14. 17	24. 20	23. 16	W. wins.	11. 8	26. 22
29. 25	11. 16	7. 11		19. 23	14. 9
17. 21	20. 11	16. 7	A.	26. 19	6. 10
22. 17	7. 16	2. 11	24. 20	17. 26	9. 6
11. 16	32. 27	27. 23	11. 15	30. 23	22. 18
25. 22	3. 8	5. 9	19. 16	21. 30	6. 2
16. 20	19. 15	24. 20	12. 19	19. 16	31. 26
19. 16	16. 19	9. 14	23. 16	30. 26	2. 7
20. 27	23. 16	28. 24	15. 19	23. 19	10. 14
31. 24	12. 19	11. 16	32. 27	Drawn.	17. 10

26. 23	21. 25	1. 5	32. 23	24. 19	24. 20 H.
7. 2	23. 19	25. 21	3. 12	W. wins.	10. 17
23. 16	25. 30	11. 15	24. 20		27. 23
2. 6	18. 14	27. 24	7. 11 C.	C.	7. 10 E. F.
21. 25	27. 24	7. 11	25. 22	10. 15	25. 22
6. 9	10. 7	30. 25 A.	14. 17	20. 11	11. 15
18. 15	24. 15	3. 7	29. 25	7. 16	19. 16
10. 7	7. 2	19. 16	10. 15	13. 9	12. 19
B. wins.	6. 10	12. 19	31. 27	6. 13	23. 16
	2. 6	23. 16	2. 7	23. 18	10. 14
E.	30. 25	14. 18	13. 9	15. 22	29. 25
28. 24	6. 9	21. 14	6. 13 B.	26. 10	15. 19
6. 10	25. 21	10. 17	25. 21	16. 19	31. 27
13. 9	9. 14	24. 19	1. 6	31. 27	3. 8
10. 14	12. 16	15. 24	21. 14	5. 9	27. 23
9. 6	14. 7	22. 8	6. 9	25. 22 D.	8. 12
1. 10	21. 14	17. 21	23. 18	9. 14	16. 11
5. 1	20. 11	28. 19	13. 17	29. 25	5. 9
14. 18	B. wins.	21. 30	22. 6	12. 16	23. 16
1. 5		16. 12	15. 30	25. 21	12. 19
11. 16		30. 16	27. 24	16. 20	11. 8
20. 11	GAME 8.	20. 2	31. 27	27. 23	19. 23
7. 23	22. 18	W. wins.	6. 1	19. 26	26. 19
5. 9	11. 15		27. 23	30. 23	17. 26
21. 25	18. 11	A.	1. 6	1. 5	30. 23
30. 21	8. 15	19. 16	23. 18	22. 18	21. 30
22. 26	21. 17	12. 19	6. 10	13. 17	19. 16
21. 17	4. 8	23. 7	W. wins.	18. 9	Drawn.
26. 31	23. 19	14. 18		5. 14	
9. 13	8. 11	21. 14	B.	Drawn.	E.
10. 15	17. 13	18. 25	5. 14		5. 9
13. 9	9. 14	30. 21	22. 13	D.	25. 22
15. 19	27. 23	10. 17	14. 17	30. 26	11. 16
24. 15	6. 9 var. 1	21. 14	13. 9	13. 17	20. 11
31. 24	13. 6	3. 17	6. 13	25. 21	7. 16
9. 14	2. 9	24. 19	25. 21	19. 23	19. 15
12. 16	24. 20	15. 24	15. 18	21. 5	9. 14
Drawn.	15. 24	28. 19	23. 14	23. 32	22. 18
	28. 19	17. 21	17. 22	26. 22	1. 5
	14. 17	Drawn.	26. 17	32. 27	18. 9
F.	25. 22		13. 22	Drawn.	5. 14
22. 17	9. 13	Var. 1.	28. 24		15. 11
31. 26	29. 25	15. 18	1. 6	Var. 2.	16. 20
23. 18	5. 9	19. 15 var 2	27. 23	32. 27	11. 8
16. 32	32. 28	18. 27	22. 25	14. 17 G.	2. 7
30. 23	9. 14	15. 8	21. 17	23. 14	29. 25
32. 27	31. 27	12. 16	25. 29	17. 21	7. 11
24. 20					

25. 22	5. 9	16. 20	6. 10	7. 11	16. 20
6. 10	10. 7	19. 16	30. 26	24. 20	19. 15
W. wins.	9. 14	12. 19	23. 18	11. 15 A.	20. 27
F.	7. 2	23. 16	20. 24	20. 11	31. 24
11. 16	14. 17	17. 21	B. wins.	15. 24	11. 16
20. 11	Drawn.	22. 17		23. 19	15. 10
7. 16	H.	15. 18	Var. 1.	10. 14	6. 15
19. 15	25. 22	26. 23	24. 20	11. 8	13. 6
3. 8	10. 17	18. 22	15. 24	24. 28	1. 10
25. 22	29. 25	25. 18	20. 11	8. 4	18. 11
2. 7	11. 16	10. 14	7. 16	28. 32	16. 20
31. 27	27. 23	17. 10	28. 19	4. 8	Drawn.
5. 9	16. 20	6. 22	17. 21	32. 28	
15. 10	31. 27	13. 6	22. 18 var 2	8. 11	D.
7. 14	3. 8	1. 10	2. 7	28. 24	31. 27
28. 24	23. 18	23. 18	31. 27 B.C.	19. 15	3. 8 E.
8. 11	5. 9	22. 25	10. 14	14. 18	19. 15
Drawn.	19. 16	18. 15	18. 15	22. 17	10. 19
G.	12. 19	10. 19	3. 8	24. 19	22. 17
11. 16	24. 15	24. 15	26. 22	17. 14	1. 5
25. 22	8. 12	7. 10	7. 11	19. 17	17. 14
18. 25	27. 23	15. 6	22. 18	26. 22	W. wins.
29. 22	7. 10	2. 9	1. 5	17. 26	
14. 17	15. 11	27. 23	25. 22	31. 15	E.
24. 20	20. 24	25. 29	14. 17	12. 16	10. 14
10. 14	28. 19	23. 18	30. 26	11. 20	19. 15
20. 11	B. wins.	29. 25	21. 25	Drawn.	3. 7
7. 16	GAME 9.	31. 26	27. 24		15. 8
19. 15	22. 18	9. 13	25. 30	A.	21. 25
3. 8	11. 15	18. 14	15. 10	3. 8	30. 21
27. 24	18. 11	13. 17	6. 15	23. 18	16. 19
16. 19	8. 15	14. 10	13. 6	16. 23	23. 16
23. 16	21. 17	25. 22	16. 20	26. 19	14. 30
12. 19	4. 8	26. 23	19. 10	10. 15	16. 11
24. 20	23. 19	22. 26	20. 27	19. 10	Drawn.
14. 18	8. 11	23. 19	22. 13	6. 15	
20. 16	17. 13	26. 23	27. 31	13. 6	C.
18. 25	9. 14	10. 6	26. 22	1. 10	18. 15
30. 14	27. 23	17. 22	31. 26	31. 26	3. 8 var 3
6. 9	5. 9	6. 2	22. 17	Drawn.	32. 27
13. 6	25. 22	22. 26	26. 19		16. 20
2. 18	14. 17	16. 12	Drawn.	B.	25. 22
31. 27	29. 25	23. 16		25. 22	7. 11
8. 12	11. 16	30. 23	Var. 2.	7. 11	22. 18
15. 10	32. 27 var 1	21. 25	32. 28	32. 28 D.	10. 14
		2. 6	2. 7	10. 14	27. 24
		25. 30	28. 24	28. 24	Drawn.

Var. 3.	27. 23	17. 13	5. 1	17. 14	D.
16. 20	Drawn.	9. 14	6. 9	10. 26	14. 18
25. 22 F.		27. 23	1. 6	30. 7	23. 14
20. 24	G.	5. 9	9. 13	15. 22	1. 5
32. 28 G. H.	22. 18	25. 22	W. wins.	7. 2	14. 9
3. 8	3. 8	14. 17		22. 26	5. 14
23. 18	26. 22	29. 25	Var. 1.	24. 19	26. 23
7. 11	7. 11	17. 21	7. 11	26. 31	W. wins.
26. 23	32. 28	22. 17 F.	16. 7	19. 15	
1. 5	11. 16	11. 16 C.	2. 11	31. 26	E.
22. 17	15. 11	25. 22	26. 23	2. 7	1. 5
11. 16	8. 15	16. 20	3. 8	26. 23	26. 22
31. 26	18. 11	19. 16	23. 18	W. wins.	30. 26
16. 20	24. 27	20. 27	15. 19 B.		15. 11
19. 16	31. 24	31. 24	24. 15		8. 15
10. 19	16. 20	12. 19	10. 19	C.	23. 19
18. 15	11. 7	23. 16	17. 14	9. 14	26. 17
24. 27	Drawn.		1. 5	25. 22	W. wins.]
23. 18		9. 14 var 1	14. 10	3. 8 D.	
27. 31	H.	24. 19	6. 15	23. 18	F.
26. 22	23. 18	15. 24	13. 6	14. 23	24. 20
31. 26	3. 8	28. 19	19. 23	17. 14	15. 24
30. 23	32. 28	10. 15	28. 24	10. 17	28. 19
19. 26	7. 11	19. 10	5. 9	19. 3	9. 14 K.
16. 11	26. 23	6. 15	6. 2	11. 16	22. 17
26. 30	1. 5	17. 10	15. 19	26. 19	11. 15
11. 4	22. 17	7. 14	24. 15	17. 26	25. 22
Drawn.	11. 16	22. 17	9. 14	30. 23	15. 24
	31. 26	2. 7	18. 9	16. 20	22. 18
	16. 20	17. 10	11. 25	32. 27	7. 11
F.	19. 16	7. 14	2. 7	21. 25	18. 9
31. 27	12. 19	13. 9	25. 29	31. 26	11. 15
9. 14	23. 16	14. 17 A.	7. 10	25. 30	9. 5
25. 22	10. 19	16. 11	29. 25	19. 15	3. 7 G. H.
21. 25	26. 23	15. 18	10. 15	30. 25 E.	20. 16
30. 21	19. 26	26. 23	25. 22	23. 19	12. 19
14. 17	Drawn.	18. 27	15. 19	25. 30	23. 16
21. 14		Drawn.	W. wins.	26. 23	7. 11
10. 17	GAME 10.			30. 25	16. 7
19. 16	22. 18	A.	B.	15. 10	2. 11
12. 19	11. 15	15. 19	8. 12	6. 15	26. 23
23. 16	18. 11	16. 11	24. 20	19. 10	11. 16
7. 11	8. 15	19. 24	12. 16	2. 7	31. 26
16. 7	21. 17	26. 22	28. 24	10. 6	24. 27
3. 19	4. 8	24. 28	1. 5	1. 10	26. 22
32. 28	23. 19	9. 5	32. 28	23. 19	15. 19
17. 21	8. 11	1. 6	16. 19	W. wins.	23. 18

19. 23	23. 16	21. 17	26. 19	27. 24	GAME 12.
18. 14	7. 11.	4. 8	11. 16	25. 29	22. 18
Drawn.	16. 7	23. 19	18. 11	19. 15	11. 15
	2. 11	8. 11	16. 23	11. 27	18. 11
G.	22. 17	17. 13	22. 18	20. 4	8. 15
2. 7	15. 19	9. 14	10. 14	29. 25	25. 22
30. 25	25. 22	27. 23	17. 10	B. wins.	4. 8
W. wins.	10. 15	5. 9	6. 22		29. 25
	31. 27	25. 22	13. 6	B.	8. 11
H.	19. 24	14. 17	1. 10	24. 20	23. 18
24. 28	27. 23	29. 25	11. 8	15. 24	9. 13 var.
31. 27	24. 27	17. 21	23. 26	28. 19	18. 14
2. 7 I.	23. 18	22. 17	30. 23	10. 14	10. 17
30. 25	27. 31.	11. 16	21. 25	17. 10	21. 14
21. 30	17. 14	25. 22	23. 19	6. 24	6. 10
20. 16	15. 19	7. 11) var.	10. 14	13. 6	25. 21
W. wins.	14. 5	24. 20) 1, 2,	8. 4	1. 10	10. 17
	3. 8	15. 24) & 3.	25. 30	B. wins.	21. 14
I.	Drawn.	28. 19	4. 8		2. 6
3. 7		10. 14.	30. 25	C.	24. 19
30. 25	M.	17. 10	8. 11	23. 18	15. 24
21. 30	22. 18	6. 24	22. 26	10. 15	28. 19
20. 16	14. 17	13. 6	31. 22	18. 14	6. 10 A.
12. 19.	19. 16	1. 10	25. 18	15. 19	22. 17
23. 16	12. 19	22. 17 C.	B. wins.	32. 28	13. 22
30. 23	23. 16	24. 28		3. 7	26. 17
27. 11	1. 5	17. 13	Var. 2.	22. 18	11. 15
Drawn.	25. 22	3. 7	31. 27	19. 23	32. 28
	5. 9	13. 9	21. 25	28. 19	15. 24
K.	26. 23	16. 19	30. 21	21. 25	28. 19
11. 15	17. 26	23. 16	9. 14	30. 21	1. 6
32. 28 L.	31. 22	12. 19	B. wins.	23. 30	30. 26
15. 24	7. 11.	9. 5		19. 15	3. 8
28. 19	16. 7	19. 24	Var. 3.	30. 25	26. 23
9. 14.	2. 11	5. 1	32. 27	15. 8	8. 11
22. 17 M.	21. 17	11. 16	3. 8	25. 22	23. 18
10. 15	3. 8	20. 11	22. 18 B.	20. 11	11. 16
19. 10	23. 19	7. 16	15. 22	22. 15	27. 23
6. 15	8. 12	1. 5	19. 15 A.	8. 3	16. 20
17. 10	17. 14	16. 20	11. 18	7. 16	31. 27
7. 14	Drawn.	5. 9	23. 5	3. 8	6. 9
25. 22		24. 27	22. 25	16. 19	18. 15
Drawn.	GAME 11.	Drawn.	B. wins.	14. 9	9. 18
	22. 18			19. 24	23. 14
L.	11. 15	Var. 1.	A.	21. 17	12. 16
19. 16	18. 11	23. 18	24. 20	Drawn.	19. 12
12. 19	8. 15	16. 23	22. 25		10. 19

12. 8	2. 7	11. 20	18. 11	26. 22	B.
Drawn.	Drawn.	27. 11	8. 15	18. 14	13. 9
A.	B.	7. 16	21. 17	12. 16	31. 27
11. 16	9. 14	24. 15	4. 8	15. 11	17. 14
27. 23	24. 20	Drawn.	23. 19	Drawn.	10. 17
6. 9	6. 10	E.	8. 11	A.	21. 14
22. 18	27. 24	22. 17	17. 13	18. 14	23. 26
1. 6	16. 19	14. 23	9. 14	16. 23	19. 15
30. 25	25. 22	25. 22	25. 21	27. 18	27. 23
6. 10	14. 18	9. 13	14. 18	10. 15	15. 10
25. 21	22. 17	17. 14	26. 23	18. 11	23. 18
10. 17	1. 6	11. 16	18. 22	7. 16	10. 7
21. 14	32. 27	20. 11	30. 26	13. 9	18. 15
7. 10	19. 23	7. 16	15. 18	6. 13	B. wins.
14. 7	26. 19	14. 10 F.	26. 17	32. 27	
3. 10	18. 23	16. 20	18. 22	Drawn.	C.
32. 28	27. 18	31. 27	23. 18	Var.	18. 14
10. 14	15. 22	15. 18	27. 23 A.	3. 8†	8. 11
26. 22	17. 14	B. wins.	16. 20	18. 15 C.	14. 9
14. 17	10. 17	F.	32. 27	7. 11.	5. 14
19. 15	21. 14	14. 9	10. 14 var.	23. 18 D.	19. 15
Drawn.	6. 10	5. 14	17. 10	11. 16	11. 18
Var.	5. 14	22. 18	7. 14	27. 23	23. 19
12. 16	13. 9	15. 22	18. 9	20. 27	22. 26
18. 14 C.	14. 17	24. 15	5. 14	31. 24	31. 15
10. 17	9. 5	6. 10	13. 9	16. 20	14. 18
22. 13	17. 21	15. 6	6. 13	15. 11	29. 25
16. 20 B.	5. 1	1. 10	19. 15	8. 15	18. 23
21. 17	22. 25	26. 12	1. 6	18. 11	27. 18
7. 10	31. 26	22. 25	24. 19	20. 27	20. 27
26. 23	Drawn.	28. 24	3. 7	23. 18	18. 14
9. 14	C.	25. 29	28. 24	2. 7	27. 31
25. 21	24. 20	24. 20	22. 25	11. 2	25. 22
15. 18	29. 25	29. 25	29. 22	27. 31	31. 27
30. 25	16. 19	31. 26	14. 18	2. 9	22. 18
10. 15	27. 23 D.	13. 17	23. 14	5. 23	27. 24
17. 10	9. 13	26. 23	6. 10	17. 14 B.	14. 9
18. 22	B. wins.	25. 22	15. 6	10. 17	24. 20
25. 18	D.	20. 16	2. 25	21. 14	18. 14
15. 22	27. 24	2. 7	19. 15	31. 26	20. 16
23. 19	10. 14	B. wins.	25. 30	14. 10	15. 11
6. 15	20. 27	GAME 13.	27. 23	22. 25	16. 23
19. 10	14. 23	22. 18	20. 27	29. 22	11. 8
22. 25	31. 27	11. 15	31. 24	26. 17	23. 19
24. 19			23. 18	B. wins.	B. wins.

D.	24. 20	19. 23	B.	22. 29	Var. 1.
31. 26	16. 19	10. 6	14. 17	30. 26	6. 9
22. 31	18. 15	23. 26	27. 23	15. 22	25. 21
29. 25	19. 23	6. 2	12. 16	26. 10	1. 6
11. 18	15. 11	26. 31	30. 26	29. 25	30. 26
23. 7	10. 14	2. 6	W. wins.	28. 24	12. 16
2. 11	11. 8	31. 27		3. 8	19. 12
17. 14	22. 26	6. 10	C.	Drawn.	8. 11
6. 9	31. 22	27. 23	15. 19		22. 17
13. 6	14. 17	18. 14	27. 24	GAME 15.	13. 22
1. 17	21. 14	23. 19	11. 15	22. 17	26. 17
21. 14	6. 9	14. 9	20. 16	11. 15	9. 13
31. 26	13. 6	11. 15	19. 23	25. 22	23. 19
14. 10	1. 26	20. 16	16. 11	8. 11	13. 22
26. 30	8. 4	19. 12	23. 26	29. 25	19. 15
25. 21	Drawn.	10. 19	24. 19	9. 13	11. 16
30. 25		12. 8	15. 24	17. 14	15. 10
10. 7	Var.	9. 6	28. 19	10. 17	6. 15
25. 22	21. 17	8. 11	26. 30	21. 14	18. 11
7. 3	5. 9	6. 2	25. 21	4. 8	22. 25
11. 16	23. 18	11. 8	18. 23	24. 19	11. 8
19. 15	10. 14 A.	19. 23	11. 8	15. 24	25. 29 A.
16. 19	17. 10	8. 11	30. 25	28. 19	8. 4
3. 7	7. 23	23. 18	8. 4	11. 16	29. 25
B. wins.	19. 10	11. 16	23. 26	22. 18	4. 8
	6. 15	Drawn.	4. 8	16. 20	25. 22
GAME 14.	13. 6		26. 30	26. 22	8. 11
22. 18	2. 9		8. 11	8. 11 var 1	16. 19
11. 15	27. 18	A.	30. 26	30. 26	11. 15
18. 11	1. 5 D.	11. 16	19. 15	6. 9	19. 23
8. 15	24. 20	18. 11	26. 23	19. 15	27. 18
21. 17	9. 14	16. 23	15. 10	11. 16 var 2	7. 10
4. 8	18. 9	27. 18	25. 30	25. 21	15. 6
23. 19	5. 14	7. 16	10. 6	16. 19 var 3	2. 9
8. 11	32. 27	18. 15	23. 18	23. 16	Drawn.
17. 13	14. 18 B.	10. 19	6. 1	12. 19	
9. 14	30. 25	24. 15	W. wins.	32. 28	A.
25. 21	12. 16 C.	16. 19		1. 6	16. 19
14. 18	31. 26	30. 26	D.	15. 11	8. 4
26. 23	22. 31	3. 7	12. 16	7. 16	25. 29
18. 22	25. 22	32. 27	24. 20	14. 10	4. 8
23. 18 var.	18. 25	1. 5	1. 6	6. 15	29. 25
11. 16	29. 22	27. 24	32. 27	18. 11	32. 28
18. 11	31. 24	7. 10	6. 10	2. 6	25. 22
16. 23	28. 10	15. 11	27. 23	22. 18	27. 24
27. 18	16. 19	Drawn.	10. 14	W. wins.	20. 27
7. 16	22. 18		29. 25		31. 15

22. 18	6. 10	15. 24	19. 16	28. 24	16. 20
15. 10	11. 8	28. 19	10. 14	20. 27	24. 19
18. 9	10. 14	7. 11	16. 7	32. 23	14. 18
10. 6	22. 17	22. 18	2. 11	1. 5	15. 10
9. 14	13. 22	13. 22	18. 9	2. 6	26. 23
6. 1	26. 10	18. 9	5. 14	11. 16	10. 7
14. 18	19. 26	6. 13	32. 27	6. 15	23. 32
28. 24	31. 22	25. 18	8. 12	5. 9	B. wins.
Drawn.	16. 19	3. 8	27. 23	21. 17	
	32. 28	18. 14	11. 15	9. 13	GAME 17.
Var. 2.	9. 14	10. 17	B. wins.	17. 14	11. 15
12. 16	8. 4	21. 14		7. 11	22. 17
15. 8	5. 9	11. 16	B.	14. 10	8. 11
3. 12	4. 8	14. 9	27. 23	13. 17	25. 22
18. 15	19. 23	2. 7	10. 17	10. 7	11. 16
9. 18	27. 18	9. 6	23. 16	3. 10	23. 18
23. 14	14. 23	7. 10	2. 6	15. 6	3. 8 var 1
1. 6	10. 7	Drawn.	32. 27	17. 22	18. 11
15. 11	2. 11		17. 21	6. 10	8. 15
6. 9	8. 15	A.	27. 23	22. 26	24. 19
11. 8	23. 26	12. 16	6. 9	10. 14	15. 24
9. 18	15. 18	17. 14	28. 24	26. 31	27. 11
22. 15	26. 30	10. 17	4. 8	29. 25	7. 16
7. 11	22. 17	21. 14	16. 12	31. 26	22. 18
15. 10	9. 13	16. 19	9. 14	14. 17	9. 14
11. 15	17. 14	24. 20	18. 9	26. 31	18. 9
8. 4	W. wins.	6. 10	5. 14	25. 21	5. 14
5. 9		29. 25	W. wins.	31. 27	28. 24
4. 8	GAME 16.	10. 17		17. 14	4. 8
9. 14	11. 15	25. 21	C.	27. 24	24. 19
8. 11	22. 17	1. 6	4. 8	19. 15	16. 23
14. 17	8. 11	21. 14	23. 19	24. 19	26. 19
11. 18	25. 22	6. 10	9. 14	15. 10	8. 11
17. 22	9. 13	30. 25 B.	18. 9	19. 26	31. 26
26. 17	23. 18	10. 17	5. 14	18. 15	2. 7 var 2
13. 29	6. 9 A.	25. 21	26. 23	11. 18	26. 23
18. 22	27. 23	19. 23	2. 6	Drawn.	11. 15
16. 19	9. 14 C.	26. 10	22. 18		32. 28
W. wins.	18. 9	17. 26	15. 22	D.	15. 24
	5. 14	31. 22	31. 26	10. 15	28. 19
Var. 3.	30. 25	7. 23 23	22. 31	19. 10	7. 11
7. 10	1. 6	27. 18	30. 25	7. 14	30. 26
14. 7	24. 19	3. 7	13. 22	32. 27	11. 15
3. 19	15. 24	28. 24	25. 2	31. 26	19. 16
18. 15	28. 19	7. 10	31. 27 D.	23. 19	12. 19
1. 6	11. 15	24. 19	23. 18	11. 16	Drawn.
15. 11	32. 28	4. 8	27. 20	19. 15	

Var. 1.	15. 11	17. 14	24. 15	30. 25	8. 11
7. 11	27. 32	10. 17	2. 6	5. 9	27. 24
17. 14	11. 8	21. 14	26. 23	24. 19	2. 6
10. 17	32. 27	3. 7	8. 12	15. 24	24. 20
21. 14	8. 4	14. 9	23. 18	28. 19	6. 10
16. 20	12. 16	4. 8	16. 19	7. 11	14. 9
29. 25	4. 8	9. 5	18. 14	22. 18	5. 14
9. 13	16. 20	8. 11	6. 9	13. 22	13. 14 9
24. 19	8. 11	32. 27	10. 7	26. 17	14. 17
15. 24	20. 24	6. 10	9. 18	3. 8	9. 6
28. 19	14. 10	27. 23	27. 24	32. 28	17. 21
3. 8	6. 15	11. 15	20. 27	11. 15	6. 1
19. 15	11. 18	13. 9	31. 24	18. 11	22. 25
6. 9	24. 28	7. 11	3. 10	8. 24	1. 5
14. 10	26. 23	24. 20	15. 6	28. 19	25. 29
12. 16	28. 32	15. 24	1. 10	4. 8	5. 9
26. 23	29. 25	23. 19	24. 6	17. 13	29. 25
20. 24	27. 31	11. 15	18. 23	2. 6	31. 26
27. 20	18. 22	30. 25	17. 14	25. 22	11. 15
9. 14	32. 27	15. 24	Drawn.	8. 11	9. 6
18. 9	23. 19	25. 18		31. 26	15. 24
11. 27	Drawn.	1. 6	A.	11. 16	6. 15
32. 23		5. 1	29. 25	22. 17	3. 8
5. 14	GAME 18.	6. 13	12. 16	14. 18	28. 19
20. 11	11. 15	Drawn.	17. 14	23. 7	7. 11
8. 15	22. 17		8. 12	Drawn.	26. 22
31. 26	8. 11	Var.	26. 23		25. 18
4. 8	25. 22	18. 15	19. 26	Var. 1.	15. 22
10. 7	11. 16	4. 8	30. 26 23	17. 14	11. 16
2. 11	23. 18	27. 24	16. 19	10. 17	20. 11
23. 18	15. 19	16. 20	23. 16	21. 14	8. 24
14. 23	24. 15	32. 27	12. 19	6. 10	22. 26
26. 10	10. 19	7. 10	31. 26	29. 25	12. 16
Drawn.	17. 13 var.	17. 13	18. 23	10. 17	26. 31
	9. 14	10. 14	B. wins.	25. 21	16. 20
Var. 2.	18. 9	22. 17		1. 6	Drawn.
11. 15	5. 14	14. 18	GAME 19.	21. 14	
32. 28	22. 17	17. 14 A.	22. 17	6. 10	Var. 2
15. 24	7. 10	18. 22	11. 15	22. 17	5. 9
28. 19	27. 24	26. 17	25. 22	13. 22	15. 11
14. 18	19. 23	9. 18	9. 13	26. 17	8. 15
17. 14	26. 19	30. 26	23. 18 var 1	15. 18	27. 23
10. 17	16. 23	18. 22	6. 9 var 2	17. 13	15. 19
21. 14	31. 26	13. 9	18. 11	10. 17	24. 15
18. 23	14. 18	6. 13	8. 15	23. 14	10. 19
19. 15	26. 19	15. 10	27. 23	17. 22	23. 16
23. 27	18. 22	12. 16	9. 14	24. 19	12. 19

29. 25	21. 30	15. 19	29. 22	23. 14	28. 24
7. 10	1. 6	25. 22	10. 14	6. 9	1. 6
17. 14	3. 8	1. 5	19. 10	30. 26	26. 22
9. 18	6. 2	26. 23	14. 18	9. 18	8. 11
22. 15	7. 10	19. 26	22. 15	26. 22	32. 28
4. 8	23. 19	30. 23	11. 18	18. 25	9. 13
Drawn.	10. 14	11. 15	24. 19	29. 22	20. 16
	Drawn.	20. 16	7. 14	5. 9	Drawn.
GAME 20.		21. 25	19. 15	27. 23	
11. 15	Var. 1.	16. 11	1. 6	9. 13	G.
22. 17	9. 14	14. 21	28. 24	23. 18 E.	9. 13
8. 11	27. 23	22. 17	3. 7	10. 14	28. 24
17. 13	15. 18 B.C.	25. 30	24. 20	18. 9	1. 6
4. 8	32. 27	11. 7	5. 9	15. 18	26. 22
23. 19	11. 15	30. 26	31. 27	22. 15	5. 9
15. 18 var 1	26. 22	7. 3	7. 10	13. 22	22. 15
24. 20	7. 11	26. 19	21. 17	Drawn.	11. 18
11. 15 var 2	21. 17	B. wins.	14. 21		25. 22
28. 24	14. 21		26. 23	E.	18. 25
8. 11	23. 7	B.	10. 26	31. 26	29. 22
26. 23	3. 10	5. 9	30. 5	15. 18	8. 11
9. 14	27. 23	32. 27	6. 9	23. 14	22. 18
31. 26	5. 9	1. 5	5. 1	11. 16	13. 17
6. 9	31. 26	26. 22	9. 13	19. 15 F.	32. 28
13. 6	9. 14	14. 18	1. 6	10. 19	17. 22
2. 9	24. 20	23. 14	8. 11	24. 15	Drawn.
26. 22	15. 24	9. 18	6. 10	7. 11	
9. 13	28. 19	22. 17	21. 25	Drawn.	H.
32. 28*	11. 15	11. 16	27. 23		19. 16
1. 6	19. 16	27. 23	25. 30	F.	12. 26
21. 17	12. 19	18. 27	23. 18	26. 23	31. 6
14. 21	23. 16	17. 14	30. 25	16. 20	1. 10
23. 14	8. 11	16. 23	18. 14	23. 18	25. 22
10. 26	16. 7	31. 26	25. 22	20. 27	10. 15 I.
19. 1	2. 11	10. 17	14. 9	18. 15	22. 17
13. 17	26. 23 A.	26. 1	22. 17	27. 31	15. 18
30. 23	11. 16	17. 22	10. 6	15. 6	17. 10
	20. 11	Drawn.	Drawn.	Drawn.	7. 14
	15. 18				30. 26
	22. 15	C.	D.	Var. 2	8. 12
	10. 26	6. 9	9. 13	10. 14	26. 22
	30. 23	13. 6	32. 27	26. 23	18. 25
	21. 30	2. 9	1. 6	6. 10 K.	29. 22
	Drawn.	25. 22	22. 17	13. 6	9. 13
		14. 18 D.	13. 22	2. 9	22. 18
	A.	23. 14	26. 17	31. 26 H.	14. 23
	22. 17	9. 25	14. 18	11. 15 G.	27. 18

* White ought
to win thus—

20. 16
11. 20
22. 17
13. 22
21. 17
14. 21
23. 14
10. 17
25. 2
1. 6
2. 9
6. 14
19. 15
3. 8
24. 19

3. 7	5. 9	15. 18	9. 6	5. 9	22. 17
28. 24	24. 19	23. 14	24. 28	31. 27	6. 9
7. 10	15. 24	9. 18	6. 2	1. 5	13. 6
24. 19	25. 22	27. 23	28. 32	22. 17	2. 9
10. 14	18. 25	18. 27	2. 6	9. 13	17. 13
18. 9	29. 22	32. 23	32. 28	25. 22	1. 6
5. 14	24. 28	7. 11 D.	21. 17	5. 9	27. 23
32. 27	22. 18	29. 25	28. 32	29. 25	18. 27
13. 17	12. 16	5. 9 A.	17. 14	15. 18	32. 23
27. 23	W. wins.	25. 22	32. 28	22. 6	15. 18
17. 22		11. 15	14. 10	13. 29	31. 27
21. 17	L.	20. 16	28. 24	6. 1	11. 15
14. 21	2. 9	9. 14	6. 2	7. 10	25. 22
23. 18	28. 24	16. 11	Drawn.	1. 5	18. 25
11. 16	8. 11	12. 16		9. 13	29. 22
20. 11	30. 26	19. 12	A.	5. 9	7. 11
22. 26	9. 13	15. 18	11. 15	13. 17	22. 17
Drawn.	26. 22	22. 15	17. 14	9. 18	Drawn.
	3. 8	10. 28	10. 17	17. 22	
I.	23. 19	17. 10	19. 10	18. 25	D.
9. 13	7. 10	6. 15	6. 15	29. 22	10. 14
22. 18	27. 23	11. 18 11. 8	21. 14	23. 18	17. 10
14. 23	18. 27	28. 32	15. 18	22. 15	7. 14
27. 18	32. 23	8. 4	31. 27	27. 23	13. 9
5. 9	5. 9	32. 28	1. 6	10. 14	6. 13
30. 26	31. 27	4. 8	24. 19	19. 10	19. 15
10. 14	W. wins.	2. 7	2. 7	11. 15	1. 6
26. 23		31. 26	25. 21	10. 7	23. 19
7. 10	GAME 21.	28. 24	18. 22	15. 18	6. 9
29. 25	11. 15	26. 22	23. 18	21. 17	15. 10
10. 15	22. 17	24. 27	22. 26	18. 27	14. 17
25. 22	8. 11	23. 18	27. 23	17. 10	21. 14
Drawn.	17. 13	15. 19	W. wins.	27. 32	9. 18
	4. 8	22. 17		24. 19	19. 15
K.	23. 19	27. 23	B.	8. 11	18. 22
11. 15	15. 18	18. 14	3. 8	10. 6	15. 11
19. 10	24. 20	23. 18	23. 14	32. 28	13. 17
6. 15	11. 15	8. 4	9. 18	7. 3	11. 8
13. 6	28. 24 var.	18. 9	30. 26	28. 24	17. 21
1. 10 L.	8. 11	13. 6	6. 9 C.	3. 8	8. 4
28. 24	26. 23	1. 10	13. 6	24. 15	21. 25
8. 11	18. 22 B.	17. 13	2. 9	W. wins.	4. 8
30. 26	25. 18	7. 11	26. 22		25. 30
2. 6	15. 22	4. 8	9. 14	C.	8. 11
26. 22	30. 26	10. 15	27. 23	5. 9	30. 26
3. 8	11. 15	13. 9	18. 27	26. 22	29. 25
22. 17	26. 17	19. 24	32. 23	9. 14	22. 29

31. 22	F.	7. 10	27. 23	5. 9	14. 9
29. 25	26. 22	23. 18	15. 18	13. 6	26. 22
22. 17	15. 24	15. 22	19. 15	1. 10	9. 6
25. 22	28. 19	25. 18	18. 27	29. 25	27. 31
17. 13	9. 14	3. 8	15. 8	10. 14	6. 2
22. 18	22. 15	B. wins.	14. 18	24. 20	22. 18
10. 6	7. 11		8. 3	Drawn.	2. 6
2. 9	30. 26	GAME 22.	W. wins.		18. 15
13. 6	11. 18	11. 15		A.	13. 9
Drawn.	26. 22	22. 17	Var. 1.	24. 20	23. 26
	2. 7	8. 11	5. 9	16. 19	30. 23
Var.	22. 15	17. 13	21. 17	27. 23	31. 26
27. 24 F.	7. 11	4. 8	14. 21	3. 7	Drawn.
8. 11	31. 26	23. 19	23. 5	23. 16	
25. 22 E.	11. 18	15. 18	15. 18	12. 19	B.
18. 25	26. 22	24. 20	26. 23	25. 22	18. 22
29. 22	3. 7	11. 15	18. 22	7. 10	25. 18
9. 14	22. 15	28. 24	25. 18	22. 17	15. 22
22. 17	7. 11	8. 11	10. 15	19. 24	30. 26
11. 16	25. 22	26. 23	19. 10	29. 25	11. 15
20. 11	11. 25	9. 14 B.	6. 22	1. 6	26. 17
7. 23	29. 22	31. 26 (var1)	23. 18	25. 22	15. 18
26. 19	8. 11	14. 17 (var2)	7. 10	5. 9	23. 14
2. 7	27. 23	21. 14	32. 28	26. 23	9. 18
31. 26	11. 15	10. 17	10. 15	24. 27	29. 25
7. 11	32. 28	23. 14	27. 23	20. 16	7. 11 D.
26. 23	15. 24	6. 10	22. 26	11. 20	17. 14
15. 18	28. 19	25. 22	18. 14	23. 18	10. 17
24. 20	10. 15	17. 21	15. 18	27. 31	21. 14
18. 27	19. 10	22. 17	23. 19	18. 11	6. 9
32. 23	6. 15	15. 18	26. 31	9. 14	13. 6
11. 15	Drawn.	26. 22	14. 9	11. 7	1. 17
30. 26		18. 25	W. wins.	14. 18	25. 21
15. 24	E.	29. 22		22. 15	17. 22
28. 19	26. 22	11. 15	Var. 2.	10. 19	19. 15
3. 8	9. 14	13. 9	11. 16	7. 2	3. 8
20. 16	31. 27	7. 11	20. 11	6. 10	15. 10
5. 9	6. 9	14. 7	7. 16	2. 7	11. 15
26. 22	13. 6	3. 10	21. 17	10. 15	21. 17
10. 15	2. 9	9. 6	14. 21	7. 11	22. 26
17. 10	27. 23	2. 9	23. 7	15. 18	31. 22
15. 24	18. 27	17. 13	2. 11	11. 15	18. 25
23. 19	32. 23	9. 14	19. 10	18. 23	17. 13
6. 15	14. 18	22. 17	6. 15	15. 24	25. 30
19. 10	23. 14	1. 6	25. 22 A.	20. 27	10. 6
Drawn.	10. 26	32. 28	16. 19	17. 14	2. 9
	30. 23	5. 9	32. 28	31. 26	13. 6

30. 25 C.	D.	23. 14	19. 15	E.	17. 14
27. 23	18. 23	9. 2	3. 8	3. 8	10. 17
25. 22	27. 18	14. 10	24. 19	30. 26	21. 14
23. 18	10. 15	13. 9	W. wins.	9. 13	6. 10
8. 11	18. 11	5. 14		19. 16	30. 25
24. 19	7. 23	2. 6	A.	12. 19	10. 17
15. 24	24. 19	10. 7	17. 22	23. 16	25. 21
32. 28	6. 10	6. 10	19. 15	8. 12 F.	22. 26
22. 15	25. 22 E.	8. 11	21. 25	24. 19	21. 14
28. 10	23. 26	10. 3	30. 21	15. 31	26. 30
5. 9	22. 18	11. 20	22. 26	22. 8	19. 15
6. 2	26. 30	3. 7	15. 10	12. 19	30. 26
9. 13	18. 15	14. 18	26. 31	8. 3	15. 8
10. 7	30. 25	Drawn.	29. 25	W. wins.	26. 22
11. 15	15. 6		12. 16		32. 28
2. 6	1. 10	GAME 23.	25. 22	F.	22. 15
15. 18	32. 27	11. 15	16. 19	13. 17	24. 19
6. 10	25. 22	22. 17	24. 15	22. 13	15. 24
18. 22	27. 23	8. 11	31. 24	8. 12	28. 19
10. 14	2. 7	17. 13	15. 11	25. 22	13. 17 H.
22. 25	31. 27	4. 8	24. 19	12. 19	8. 4
7. 2	7. 11	23. 19	11. 7	22. 17	17. 22
25. 29	27. 24	15. 18	19. 15	5. 9	4. 8
2. 7	22. 26	24. 20	2. 6	26. 22	22. 26
29. 25	23. 18	11. 15	15. 11	18. 25	19. 15
7. 10	26. 22	28. 24	7. 2	29. 22	26. 30
25. 21	18. 14	8. 11	20. 24	14. 18	15. 10
10. 15	3. 7	26. 23	22. 18	27. 23	Drawn.
13. 17	19. 15	9. 14	11. 16	19. 26	
15. 19	Drawn.	31. 26	24. 17	17. 14	G.
17. 22		6. 9	W. wins.	18. 25	9. 13
19. 23	E.	13. 6		14. 5	25. 22
W. wins.	20. 16	2. 9	B.	15. 18	18. 25
	3. 8	26. 22	1. 6	21. 17	29. 22
C.	17. 14	9. 13 B.	30. 26 C.D.	11. 15	14. 18
30. 26	10. 17	20. 16†	9. 13	5. 1	23. 14
6. 2	21. 14	11. 20	32. 28	Drawn.	6. 9
5. 9	2. 6	22. 17	6. 9		22. 18
2. 6	31. 27	13. 22	B. wins.	D.	15. 22
9. 13	23. 26	21. 17		22. 17	32. 28
6. 10	25. 21	14. 21	C.	18. 22 G.	9. 18
15. 18	26. 31	23. 14	32. 28	25. 18	17. 14
10. 14	27. 23	10. 17	9. 13 E.	15. 22	10. 17
18. 22	31. 27	25. 2	20. 16	23. 18	21. 14
32. 28	23. 18	1. 6 A.	11. 20	14. 23	13. 17
Drawn.	27. 23	2. 9	Drawn.	27. 18	19. 15
	14. 9	5. 14		9. 13	17. 21

15. 8	3. 8	13. 22	25. 21	24. 19	20. 27
22. 25	23. 19	25. 4	18. 22	3. 7	31. 15
24. 19	18. 22	27. 32	21. 14	19. 16	6. 10
25. 29	25. 18	4. 8	22. 31	10. 19	15. 6
19. 15	11. 16	32. 27	W. wins.	32. 28	1. 10
29. 25	20. 11	29. 25		7. 10	W. wins.
15. 10	8. 22	5. 9	GAME 25.	16. 7	
25. 22	30. 25	25. 22	22. 18	2. 11	B.
10. 6	9. 18	9. 13	11. 16	23. 7	1. 5
22. 17	27. 23	8. 11	25. 22	14. 32	19. 16
6. 2	18. 27	1. 5	10. 14	7. 3	12. 19
17. 10	25. 18	11. 8	29. 25	32. 27	28. 24
2. 11	5. 9	2. 7	16. 20	31. 24	19. 28
Drawn.	32. 23	8. 3	24. 19	20. 27	25. 22
	4. 8	7. 11	8. 11	22. 18	10. 19
H.	29. 25	3. 7	19. 15	27. 31	22. 17
7. 10	12. 16	27. 23	4. 8	26. 22	13. 22
14. 7	19. 3	Drawn.	22. 17 A.	10. 14	26. 1
3. 10	2. 6		*7. 10 var.	18. 15	19. 24
8. 3	3. 10	A.	25. 22	14. 18	1. 6
10. 14	6. 29	2. 7	10. 19	B. wins.	8. 11
3. 7	Drawn.	22. 15	17. 10		21. 17
14. 17		11. 18	6. 15	Var.	11. 15
7. 10	Var.	31. 26	23. 7	9. 13	Drawn.
17. 21	17. 13	8. 11	2. 11	17. 10	
10. 14	8. 11	19. 16	21. 17	7. 14	GAME 26.
13. 17	26. 23	12. 19	1. 6	18. 9	22. 18
19. 15	10. 14	23. 16	17. 13	5. 14	11. 16
17. 22	24. 20	14. 17 B.	3. 7	26. 22	25. 22
14. 17	11. 15	21. 14	28. 24	11. 18	10. 14
22. 26	28. 24	10. 17	12. 16	22. 15	29. 25
15. 10	4. 8	16. 12	26. 23	2. 7	16. 20
Drawn.	30. 26	11. 15	8. 12	30. 26	24. 19
	8. 11	12. 8	23. 19	7. 10	8. 11
GAME 24.	26. 22	17. 21	16. 23	23. 19	19. 15
11. 15	3. 8	25. 22	31. 26	3. 7 B.	4. 8
22. 17	32. 28	18. 25	7. 10	19. 16	22. 17
15. 18	7. 10	Drawn.	26. 19	12. 19	12. 16
23. 14	24. 19		11. 16	28. 24	17. 10
9. 18	15. 24	B.	18. 11	19. 28	7. 14
17. 14 var.	28. 19	10. 15	16. 23	25. 22	26. 22
10. 17	11. 15 A.	27. 24	27. 18	10. 19	2. 7
21. 14	27. 24	6. 10	W. wins.	22. 17	28. 24
8. 11	18. 27	16. 12	A.	13. 22	16. 19
24. 20	13. 9	14. 17	28. 24	26. 3	23. 16
6. 9	6. 13	21. 14	7. 10	8. 12	14. 23
26. 23	22. 17	10. 17		27. 24	27. 18

20. 27	21. 25	15. 11	25. 22	26. 23	23. 16
31. 24	2. 7	31. 27	23. 19	24. 27	6. 9
11. 27	25. 30	10. 15	14. 9	22. 18 F	18. 15
32. 23	7. 11	9. 14	19. 15	1. 5	9. 18
7. 10 var.	30. 26	15. 10	Drawn.	18. 9	21. 14
15. 11 C.	18. 14	5. 9		5. 14	7. 11
8. 15	26. 23	10. 17	C.	B. wins.	15. 8
18. 11	14. 10	27. 23	30. 26		3. 19
10. 15	22. 18	26. 19	10. 19	F.	27. 23
21. 17 D.E.	B. wins.	24. 8	23. 16	23. 19	18. 27
3. 7		16. 19	8. 12	27. 31	32. 16
11. 2	Var.	8. 11	B. wins.	19. 15	20. 24
9. 13	8. 12	19. 23		31. 26	14. 10
2. 9	23. 19	11. 16	D.	B. wins.	24. 27
5. 21	7. 10	23. 27	23. 18		23. 19
23. 18	21. 17	16. 19	15. 19	GAME 27.	27. 31
15. 19	9. 13 B.	27. 32	22. 17	11. 15	19. 15
18. 14	25. 21	19. 23	3. 7	22. 17	31. 27
19. 23	3. 7	32. 28	H. 2	9. 13	15. 11
22. 18	30. 26	Drawn.	9. 13	17. 14	27. 24
13. 17 A.	12. 16		2. 9	10. 17	16. 12
18. 15	19. 12	B.	5. 23	21. 14	24. 19
23. 26	10. 19	12. 16	17. 14	8. 11	Drawn.
30. 23	12. 8	19. 12	23. 27	24. 19	
21. 30	7. 11	10. 19	14. 10	15. 24	GAME 28.
14. 10	8. 3	17. 14	27. 31	28. 19	11. 15,
30. 26	11. 16	19. 23	10. 7	11. 16	22. 17
23. 19	3. 7	14. 10	31. 27	25. 21	9. 13
26. 23	16. 20	6. 15	25. 22	6. 9	17. 14
19. 16	7. 11	18. 11	27. 23	29. 25	10. 17
23. 18	19. 24	23. 27	21. 17	9. 18	21. 14
16. 11	11. 16	11. 8	19. 24	23. 14	8. 11
Drawn.	24. 27	27. 31	17. 14	16. 23	24. 19
	17. 14	8. 4	24. 27	26. 19	15. 24
A.	6. 9	31. 27	14. 10	4. 8	28. 19
23. 26†	14. 10	4. 8	27. 31	25. 22	11. 16
30. 23	27. 31	27. 23	Drawn.	8. 11	25. 21
21. 30	10. 7	8. 11		22. 18	6. 9 var.
18. 15	20. 24	9. 13	E.	11. 16	29. 25
30. 26	7. 3	11. 16	30. 26	27. 23	9. 18
23. 18	24. 28	5. 9	3. 7	16. 20	23. 14
26. 22	3. 7	16. 20	11. 2	31. 27	16. 23
14. 10	28. 32	9. 14	9. 13	13. 17	26. 19
13. 17	7. 10	22. 18	2. 9	30. 26	4. 8
10. 7	32. 27	14. 17	5. 14	1. 6	25. 22
17. 21	18. 15	18. 14	23. 19	19. 16	8. 11
7. 2	27. 24	17. 21	15. 24	12. 19	22. 18

11. 16	22. 18	31. 26	31. 24	10. 14	18. 15
27. 23	16. 20	11. 18	12. 16	Drawn.	2. 7
16. 20	30. 26	23. 14	21. 17		15. 11
31. 27	6. 9	16. 23	5. 9	G.	7. 10
13. 17	29. 25	26. 19	Drawn.	11. 7	11. 7
30. 26	1. 6	1. 6		10. 15	19. 23
1. 6	19. 15	25. 22	D.	20. 11	26. 19
18. 15* A.	11. 16	8. 11	14. 10	3. 10	10. 14
20. 24	25. 22	22. 18	18. 22	31. 27 H.	19. 15
27. 20	7. 10 E.	6. 9	30. 25	10. 15	14. 17
7. 10	14. 7	19. 15	11. 18	B. wins.	Drawn.
14. 7	3. 19	12. 16	23. 14		
2. 27	18. 15	15. 8	16. 23	H.	K.
21. 14	2. 7	3. 12	27. 18	11. 7	16. 12
6. 9	15. 11	30. 26	8. 11	19. 23	6. 10
32. 23	7. 10	2. 7	32. 27	26. 19	11. 8
B. wins.	11. 7	27. 24	2. 6	15. 24	19. 23
	9. 14	16. 20	18. 15	28. 19	26. 19
A.	7. 3	32. 27	11. 18	10. 14	10. 14
14. 9	6. 9	7. 11	27. 23	Drawn.	22. 18
6. 13	3. 8	14. 10	6. 15		14. 23
21. 14	10. 15	9. 14	B. wins.	Var. 2	Drawn.
13. 17	22. 18	18. 9		27. 23	
14. 9	15. 22	5. 14	E.	7. 10	GAME 29.
5. 14	26. 10	26. 23	16. 19	23. 16 I.	11. 16
18. 9	19. 26	14. 18	23. 16	10. 19	22. 18
17. 21	31. 22	23. 14	12. 19	14. 10	16. 19
26. 22	16. 19	11. 15	15. 11 var 2	6. 15	23. 16
21. 25	32. 28	Drawn.	7. 16	18. 11	12. 19
22. 17	9. 14		14. 10	2. 6	24. 15
25. 30	10. 6	C.	6. 15	32. 28 K.	10. 19
17. 13	5. 9	22. 18	18. 11	6. 10	25. 22
30. 26	6. 1	13. 17	2. 6	11. N 7	9. 14
9. 6	19. 23	18. 15	22. 18 F.	10. 14	18. 9
2. 9	27. 18	9. 18	19. 24	16. 11	5. 14
13. 6	14. 23	21. 14	Drawn.	3. 10	22. 17
7. 11	1. 5	7. 11		11. 8	7. 10
6. 2	9. 14	29. 25 D.	F.	19. 23	27. 24
11. 16	5. 9	1. 6	32. 28	26. 19	2. 7
2. 6	W. wins.	25. 22	20. 24	10. 15	24. 15
26. 31		18. 25	27. 20	Drawn.	10. 19
B. wins.	B.	30. 21	6. 10		17. 10
	6. 9	11. 15	11. 8 G.	I.	7. 14
Var.	29. 25 C.	14. 10	3. 12	14. 7	32. 27
4. 8	9. 18	6. 24	20. 11	3. 10	3. 7
26. 22	22. 15	27. 4	19. 23	23. 16	27. 24
8. 11 B.	7. 11	18. 27	26. 19	10. 19	7. 10 var.

24. 15	7. 10	31. 24	C.	22. 18	15. 19
10. 19	28. 27	20. 27	11. 16	6. 9	23. 18
31. 27	10. 14	2. 6	10. 7	11. 7	19. 23
8. 11	27. 32	27. 31	8. 12	13. 17	18. 15
29. 25	14. 18	6. 10	7. 3	18. 15	23. 26
6. 10	32. 27	31. 27	5. 9	14. 18	31. 22
27. 23	22. 17	10. 15	3. 8	23. 14	16. 19
11. 16	13. 22	27. 23	9. 14	9. 18	15. 10
25. 22	18. 25	30. 25	8. 11	24. 19	19. 24
10. 15	27. 31	23. 26	16. 20	17. 22	27. 23
22. 17 A.	25. 22	25. 21	31. 26	Drawn.	24. 27
15. 18	31. 27	26. 22	W. wins.		23. 18
Drawn.	30. 26	21. 17		GAME 31.	27. 31
A.	27. 23	22. 26	GAME 30.	11. 16	18. 14
21. 17†	19. 15	15. 18	11. 16	22. 18	8. 11
14. 21	23. 30	13. 22	22. 18	10. 14	10. 7
23. 18	15. 19	18. 25	8. 11	25. 22	Drawn.
16. 20	W. wins.	Drawn.	25. 22	16. 20	
18. 11	Var.	B.	4. 8	29. 25	A.
20. 24	7. 11	18. 23	29. 25	12. 16	3. 8
11. 7	24. 15	22. 17	10. 14	18. 15	11. 7
24. 27	11. 18	14. 18	24. 19	8. 12	2. 11
7. 3	28. 24	17. 14	7. 10	15. 11	24. 19
27. 31	8. 11	1. 5	27. 24	7. 10	15. 24
3. 7	29. 25	19. 15	16. 20	22. 18	28. 19
31. 27	4. 8	9. 13	19. 16	10. 15	6. 10
7. 11	24. 19	14. 10	20. 27	25. 22	19. 15
1. 5	6. 9	23. 27 C.	16. 7	6. 10 A.	10. 19
11. 16	26. 22	31. 24	2. 11	24. 19	22. 17
27. 23	1. 5 B.	18. 23	31. 24	15. 24	19. 24
28. 24	22. 15	10. 7	12. 16	28. 19	17. 10
19. 28	11. 18	15. 18	24. 19	9. 13 B.	24. 28
26. 19	19. 16	7. 3	8. 12	18. 9	10. 7
28. 32	18. 22	8. 12	32. 27	5. 14	11. 15
19. 15	25. 18	3. 8	16. 20	19. 15	18. 11
32. 27	14. 23	23. 27	21. 17	10. 19	8. 15
16. 19	21. 17	8. 11	14. 21	22. 17	7. 3
5. 9	8. 12	27. 32	19. 16	13. 22	15. 18
15. 11	16. 11	24. 20	12. 19	26. 10	23. 14
9. 13	9. 13	18. 23	23. 7	19. 26	9. 18
11. 7	17. 14	11. 15	10. 14	30. 23	3. 7
4. 8	12. 16	32. 28	26. 23	3. 8 C.	W. wins.
7. 3	11. 7	25. 22	3. 10	11. 7	
8. 12	16. 20	Drawn.	28. 24	2. 11	B.
3. 7	7. 2		10. 15	10. 7	3. 8
27. 32	23. 27		18. 11	11. 15	11. 7
			9. 13	7. 3	2. 11

19. 15	26. 22	14. 18	14. 23	18. 27	23. 14
10. 19	11. 16	30. 25	19. 10	32. 23	16. 20
22. 17	15. 10	11. 16 A.	7. 14	1. 6	25. 22
19. 24	9. 13	13. 9	26. 19	23. 18	8. 11
17. 10	18. 9	16. 23	14. 18 E.F.	17. 22	27. 23
24. 28	5. 14	17. 13	22. 15	26. 17	20. 27
10. 7	19. 15	W. wins.	11. 18	11. 16	23. 18
11. 15	16. 19		21. 17	20. 11	13. 17
18. 11	23. 16	A.	8. 11 B.	7. 23	22. 13
8. 15	12. 19	2. 6	24. 20 C.	25. 22	15. 22
7. 3	22. 18	31. 26	9. 13	2. 7	32. 23
15. 18	14. 23	11. 16	17. 14	17. 13	22. 26
23. 14	27. 18	26. 23	2. 7	23. 27	23. 18
9. 18	2. 6	16. 20	28. 24	18. 15	26. 31
3. 7	25. 22	23. 14	4. 8	Drawn.	14. 10
W. wins.	19. 24	7. 11	19. 15		31. 27
	18. 14	14. 7	7. 10	C.	30. 26
C.	24. 27	3. 10	15. 6	17. 14	Drawn.
16. 19	32. 23	27. 23	1. 17	2. 7	
23. 16	8. 11	20. 27	25. 22	19. 15	F.
12. 19	15. 8	28. 24	17. 26	4. 8	11. 16
32. 28	4. 11	27. 31	30. 14	24. 19 D.	19. 15
2. 6	23. 18	23. 18	3. 7	9. 13	16. 19
10. 7	6. 15	5. 9	24. 19	31. 26	15. 10 H.
3. 10	14. 10	32. 27	13. 17	11. 16	19. 23
11. 8	20. 24	31. 26	19. 16	Drawn.	27. 18
4. 11	18. 14	17. 14	12. 19		14. 23
27. 24	11. 16	26. 17	27. 23	D.	22. 18
20. 27	30. 26	14. 7	19. 26	24. 20	8. 11
31. 8	16. 20	15. 29	31. 13	1. 6	25. 22
Drawn.	22. 17	21. 5	8. 12	30. 26	4. 8
	13. 32 22	11. 16	13. 9	9. 13	22. 17 G.
GAME 32.	26. 17	27. 23	7. 10	26. 22	9. 13
22. 18	Drawn.	16. 20	14. 7	Drawn.	17. 14
10. 15		7. 2	5. 14		2. 6
25. 22	Var. 1.	20. 27	7. 2	E.	10. 7
6. 10	22. 17	2. 9	Drawn.	9. 13	3. 17
29. 25 var 1	15. 22	29. 25		19. 15	21. 14
10. 14	17. 13	19. 15	B.	11. 18	13. 17
24. 19 var 2	9. 14	25. 22	9. 13	22. 15	24. 20
15. 24	26. 17	9. 14	17. 14	12. 16	17. 22
28. 19	11. 15	12. 16	13. 17	15. 10	28. 24
11. 16	29. 25	15. 10	31. 26	14. 18	23. 26
18. 15	8. 11	B. wins.	8. 11	31. 26	30. 23
7. 11	25. 22		24. 20	2. 6	22. 25
22. 18	4. 8	Var. 2	3. 7	26. 23	24. 19
16. 20	23. 19	23. 19	27. 23	6. 15	25. 30
442					

31. 26	15. 10	28. 19	Var. 1.	24. 15	8. 12
6. 9	11. 15	11. 16	27. 24	12. 16	7. 3
14. 10	18. 11	18. 15 var 1	16. 20	22. 17	Drawn.
9. 14	8. 15	7. 11	31. 27	6. 10	D.
Drawn.	20. 16	22. 18	8. 11 B.	15. 6	2. 6
G.	4. 8	16. 20	19. 15 C.	16. 19	30. 23
24. 19	Drawn.	26. 22	4. 8	17. 10	7. 10
11. 16	I.	11. 16 var 2	22. 17	2. 7	17. 14
19. 15	25. 22	31. 26	7. 10	23. 16	10. 17
2. 6	9. 14	2. 6	15. 6	7. 32	22. 13
31. 27	18. 9	32. 28	1. 10	6. 1	12. 16
9. 13	5. 14	3. 7	23. 19	32. 27	19. 12
15. 11	22. 17	28. 24 var 3	14. 23	25. 22	6. 9
8. 15	14. 18	7. 10 var 4	27. 18	Drawn.	13. 6
18. 11	17. 14	15. 11	20. 27	C.	1. 22 28
6. 15	3. 7	8. 15	32. 23	18. 15	26. 21 22 or 23
27. 18	21. 17	18. 11	11. 16	11. 18	20. 24
15. 19	18. 22	10. 15	17. 13	22. 15	Drawn.
18. 14	17. 13	19. 10	2. 6	4. 8	Var. 2.
19. 23	7. 10	6. 15	21. 17	26. 22	2. 6 E.
21. 17	14. 7	22. 17	16. 20	14. 18	27. 24
16. 19	2. 18	14. 18 A.	25. 21	23. 14	20. 27
11. 7	24. 15	23. 14	20. 24	9. 18	31. 24
3. 10	8. 11	9. 18	17. 14	21. 17	6. 10
14. 7	15. 8	26. 23	10. 17	1. 6 D.	15. 6
Drawn.	4. 11	16. 19	21. 14	30. 26	1. 10
H.	28. 24	23. 14	24. 27	7. 10	32. 28
22. 18	11. 15	19. 28	19. 15	17. 14	9. 13
14. 23	31. 27	25. 22	27. 31	10. 17	18. 9
27. 18	6. 10	28. 32	26. 22	22. 13	5. 14
1. 6	13. 9	27. 23	3. 7	3. 7	30. 26
21. 17 I.	10. 14	32. 27	14. 10	26. 22	11. 15
3. 7	9. 6	23. 18	7. 14	7. 10	19. 16
17. 14	12. 16	27. 24	15. 10	22. 17	12. 19
9. 13	Drawn.	11. 7	6. 15	2. 7	23. 16
24. 20		Drawn.	18. 4	25. 21	8. 12
13. 17	GAME 33.	A.	14. 18	18. 22	16. 11
31. 26	22. 18	16. 19	13. 6	17. 14	12. 16
17. 21	10. 15	23. 16	18. 27	10. 17	17. 14
32. 27	25. 22	12. 28	Drawn.	21. 14	24. 20
6. 9	6. 10	17. 10	B.	7. 11	16. 19
27. 24	29. 25	15. 19	7. 10	15. 10	11. 7
7. 11	10. 14	27. 3	32. 28	6. 15	19. 23
25. 22	24. 19	19. 24	1. 6	19. 10	Drawn.
9. 13	15. 24	Drawn.	19. 15	12. 16	
			10. 19	10. 7	

E.	7. 10	18. 15	1. 19	10. 7	14. 18
2. 7	Drawn.	11. 18	21. 17	Drawn.	22. 15
15. 10		17. 13	19. 23		9. 14
W. wins.	F.	8. 11	17. 14	A.	21. 17
	6. 10	13. 6	23. 27	32. 28	14. 21
Var. 3.	17. 13	Drawn.	25. 21	9. 13 B.	25. 22
22. 17	1. 6		Drawn.	18. 9	5. 9
6. 10	18. 15	GAME 34.		5. 14	22. 18
15. 6	11. 18	22. 18	Var.	22. 18	9. 14
1. 10	26. 22	10. 15	31. 26	6. 9	18. 9
19. 15	14. 17	25. 22	1. 6	26. 22	6. 13
10. 19	22. 15	6. 10	22. 17 A.	2. 6	15. 6
17. 3	9. 14	29. 25	6. 10	28. 24	2. 9
20. 24	15. 11 G.	10. 14	15. 6	8. 11	W. wins.
27. 11	14. 18	24. 19	20. 24	15. 8	
8. 31	11. 2	15. 24	17. 10	4. 11	D.
23. 16	17. 22	28. 19	24. 31	18. 15	7. 11
Drawn.	23. 7	11. 16	26. 22	11. 18	22. 17 F.
	22. 29	18. 15	9. 13	22. 15	6. 10
Var. 4	Drawn.	7. 11	6. 1	Drawn.	15. 6
8. 11 H.I.		22. 18	2. 6		11. 15 E.
15. 8	G.	16. 20	32. 28	B.	18. 11
4. 11	13. 9	26. 22	6. 24	3. 7	8. 15
22. 17	6. 13	11. 16	28. 19	22. 17 C.	19. 10
7. 10 F.	15. 6	15. 10 var.	31. 27	6. 10	9. 13
26. 22	14. 18	20. 24	19. 15	15. 6	25. 22
9. 13	21. 14	27. 11	8. 15	7. 11	2. 9
18. 2	5. 9	8. 24	15. 8	17. 10	10. 7
1. 6	14. 5	18. 15	4. 11	11. 15	14. 18
2. 9	7. 11	4. 8	1. 6	18. 11	23. 14
5. 14	Drawn.	32. 28	3. 8	8. 31	9. 25
19. 15		2. 6	6. 10	26. 22	Drawn.
11. 18	H.	28. 19	16. 20	9. 13	
22. 6	6. 10	8. 11	30. 26	6. 1	E.
13. 29	15. 6	15. 8	20. 24	31. 27	9. 13
6. 2	1. 10	6. 24	21. 17	23. 18	17. 14
29. 22	21. 17	23. 19	24. 28	27. 23	2. 9
2. 6	14. 21	24. 28	25. 21	18. 15	25. 22
25. 22	18. 15	8. 4	28. 32	4. 8	11. 15
30. 25	W. wins.	28. 32	17. 14	B. wins.	18. 11
22. 29		4. 8	27. 31		8. 15
6. 10	I.	32. 28	21. 17	C.	10. 7
14. 17	7. 11	8. 11	32. 27	28. 24	15. 18
21. 14	22. 17	28. 24	10. 15	7. 10 D.	22. 15
29. 25	6. 10	19. 15	27. 24	15. 11	13. 17
10. 7	15. 6	14. 17	14. 10	8. 15	21. 14
25. 22	1. 10	22. 6	24. 27	18. 11	9. 18

EXAMPLES OF GAMES.

61

23. 14	19. 10	6. 15	11. 18	9. 14	GAME 37
16. 32	4. 8	19. 3	20. 4	18. 9	11. 15
24. 19	2. 7	11. 15	17. 21	5. 14	22. 17
W. wins.	8. 11	18. 11	4. 8	24. 15	15. 19
	6. 1	8. 15	5. 9	11. 18	24. 15
F.	14. 17	3. 8	28. 24	22. 15	10. 19
21. 17	10. 6	4. 11	9. 13	7. 10	23. 16
14. 21	11. 15	17. 14	27. 23	32. 27	12. 19
22. 17	7. 10	13. 17	18. 27	10. 19	25. 22
9. 13 H.	16. 19	22. 13	32. 23	27. 23	7. 10
26. 22	23. 16	15. 18	12. 16	8. 12	27. 24
6. 9 K.	12. 28	14. 10	8. 12	23. 16	10. 15
17. 14	10. 19	11. 15	16. 20	12. 19	22. 18
13. 17 G.	W. wins.	23. 14	26. 22	31. 27	15. 22
22. 6		16. 19	20. 27	3. 8	24. 15
2. 9	H.	25. 22	31. 24	27. 24	*3. 7 A.
25. 22	6. 10	19. 24	7. 11	2. 7	30. 25
9. 13	15. 6	27. 23	23. 18	Drawn.	9. 13
15. 10	9. 14 I.	28. 32	3. 7		25. 18
11. 15	18. 9	23. 18	18. 14	A.	13. 22
18. 11	5. 14	15. 19	11. 15	21. 17	26. 17
8. 15	17. 10	22. 17	14. 9	9. 14	7. 10
10. 7	2. 9	19. 23	7. 10	17. 10	31. 26
5. 9	19. 15	Drawn.	12. 8	7. 23	10. 19
14. 5	11. 18		10. 14	27. 18	32. 27
13. 17	23. 5	GAME 35.	8. 11	11. 16	2. 7
19. 10	8. 11	22. 18	14. 18	18. 15	17. 14
17. 26	Drawn.	11. 16	24. 20	6. 9	7. 11
23. 18		25. 22	18. 25	22. 17	27. 24
26. 31	I.	8. 11	11. 18	1. 6	11. 15
7. 3	9. 13	29. 25	25. 29	26. 22	18. 11
16. 19	26. 22	4. 8	9. 5	3. 7	8. 15
24. 15	2. 9	18. 14	W. wins.	22. 18	14. 10
W. wins.	17. 14	10. 17		7. 10	6. 9
	11. 15	21. 14	GAME 36.	17. 13	10. 7
G.	19. 10	9. 18	11. 16	16. 20	9. 14
2. 6	8. 11	23. 14	22. 18	25. 22	W. wins.
14. 10	10. 7	6. 10	8. 11	9. 14	
9. 14	11. 15	22. 18	25. 22	18. 9	A.
18. 2	18. 11	10. 17	4. 8	5. 14	9. 13
11. 18	9. 18	25. 21	29. 25	22. 18	26. 23
22. 15	23. 14	1. 6	16. 19	14. 23	8. 11
5. 9	W. wins.	21. 14	24. 15	31. 27	15. 8
10. 6		6. 10	10. 19	8. 12	4. 11
9. 14	K.	24. 20	23. 16	Drawn.	28. 24
15. 11	2. 7	10. 17	12. 19		3. 7
8. 15	15. 10	18. 15	27. 24 A.		24. 19

6. 10	5. 9	26. 23	32. 27	30. 25	D.
17. 14	32. 27	2. 7	4. 8	5. 9	16. 20
10. 17	12. 16	25. 21	28. 24	25. 21	24. 19
21. 14	27. 23	6. 9	8. 12	9. 13	11. 15 F.
1. 6	10. 14	24. 19	29. 25	Drawn.	28. 24
30. 25	18. 15	1. 6	2. 7		8. 11
6. 10	14. 17	21. 17	25. 21 C.	Var. 2.	25. 22
25. 18	23. 18	9. 13	16. 19	22. 17	11. 16
10. 17	17. 26	19. 15	24. 15	4. 8	26. 23
19. 15	30. 23	13. 22	7. 10	29. 25	7. 11
11. 16	1. 5	14. 10	14. 7	2. 6 D.	14. 7
15. 11	15. 11	7. 14	3. 26	24. 20	3. 10
7. 10	6. 10	18. 2	30. 23	16. 19	23. 18
Drawn.	13. 6	22. 26	6. 10	27. 24	16. 23
	10. 15	23. 19	21. 17	11. 15	18. 14
GAME 38.	Drawn.	16. 23	12. 16	25. 22	2. 7
22. 18		27. 18	31. 26	6. 9	27. 18
11. 16	A.	26. 31	1. 6	22. 18	20. 27
18. 14	25. 21	2. 6	26. 22	15. 22	31. 24
10. 17	16. 23	12. 16	5. 9	24. 6	12. 16 E.
21. 14	27. 18	15. 11	17. 13	1. 10	24. 20
9. 18	12. 16	16. 19	10. 14	17. 13	1. 6
23. 14	30. 26	18. 14	18. 15	9. 18	30. 25
8. 11	16. 19	19. 23	14. 17	26. 17	6. 9
25. 22	32. 27	6. 10	22. 18	18. 22	25. 21
6 10 var 1	5. 9	31. 26	17. 22	32. 27	16. 19
29. 25 var 2	18. 15	11. 7	18. 14	8. 11	32. 27
10. 17	9. 14	20. 24	9. 18	27. 24	19. 23
22. 13	15. 11	7. 2	23. 14	11. 15	27. 24
4. 8	14. 18	24. 27	16. 19	31. 27	23. 27
26. 23	11. 7	2. 7	Drawn.	7. 11	20. 16
2. 6	Drawn.	27. 31		27. 23	11. 20
23. 18		7. 11	C.	22. 26	18. 2
16. 20	Var. 1.	31. 27	24. 25	23. 18	9. 25
24. 19	11. 15	11. 15	6. 10	15. 22	24. 19
11. 16	24. 19	3. 8	25. 21	30. 23	Drawn.
27. 23	15. 24	15. 18	10. 17	22. 26	
8. 11	27. 11	8. 12	21. 14	23. 19	E.
31. 27	7. 16	10. 6	7. 10	11. 15	1. 6
7. 10	22. 18	12. 16	14. 7	17. 14	30. 25
19. 15	4. 8 B.	14. 10	3. 10	10. 17	6. 9
11. 18	29. 25	W. wins.	31. 26	19. 10	25. 21
23. 7	8. 11		10. 14	26. 31	12. 16
3. 10	28. 24	B.	18. 9	10. 7	32. 28
25. 22 A.	16. 20	16. 20	5. 14	Drawn.	16. 20
16. 23	31. 27	26. 23	26. 22		24. 19
27. 18	11. 16	12. 16	1. 5		15. 24

28. 19	19. 10	29. 22	9. 14	Var. 1.	2. 9
20. 24	2. 6	7. 10	25. 22	6. 10	13. 6
19. 15	17. 13	23. 18	5. 9	25. 22	25. 30
10. 19	6. 15	5. 9	7. 2	11. 15	6. 1
17. 13	13. 9	27. 24	9. 13	18. 11	30. 26
11. 16	8. 11	20. 27	2. 6	8. 24	1. 6
13. 16	30. 26	32. 23	14. 17	28. 19	26. 23
Drawn.	11. 16	W. wins.	22. 18	4. 8	21. 17
	27. 23		17. 22	27. 24	Drawn.
F.	16. 19	A.	6. 9	8. 11	
11. 16	23. 16	29. 25	22. 26	24. 20	C.
25. 22	12. 19	7. 10	9. 14	11. 15	31. 27
16. 23	32. 27	19. 15	26. 31	19. 16	6. 10
26. 19	7. 10	10. 19	18. 15	12. 19	27. 23
8. 11 G.	14. 7	24. 15	31. 26	23. 16	19. 24
19. 16	3. 10	16. 19	Drawn.	14. 18	Drawn.
12. 19	Drawn.	23. 16		29. 25	
27. 24		12. 19	B.	1. 6	Var. 2
20. 27	GAME 39.	27. 23	1. 6	16. 11	16. 20
31. 8	22. 18	19. 24	19. 16	7. 16	31. 27
3. 12	10. 14	24. 19	3. 7	20. 11	8. 11
28. 24	24. 19	20. 24	21. 17	18. 23	19. 16
10. 15	11. 16 var 1	15. 10	7. 10	26. 19	12. 19
32. 28	27. 24	6. 15	16. 12	15. 24	24. 8
12. 16	8. 11 var 2	18. 11	10. 19	22. 17	4. 11
24. 20	25. 22	24. 27	11. 8	10. 15	28. 24
16. 19	16. 20	19. 15	4. 11	25. 22	6. 10
30. 25	31. 27	27. 31	17. 14	24. 28	24. 19
1. 6	11. 16	23. 18	9. 18	30. 26	9. 13
25. 21	19. 15 A.	14. 23	22. 8	15. 19	18. 9
6. 10	16. 19	26. 19	19. 23	17. 13 C.	5. 14
20. 16	23. 16	9. 14 B.	8. 3	9. 14	25. 22
19. 23	12. 19	22. 17	6. 10	22. 17	11. 16 15
16. 12	15. 11	14. 18	3. 8	6. 10	19. 16
23. 27	14. 23	15. 10	10. 14	13. 9	15. 19
12. 8	24. 15	18. 23	8. 11	10. 15	32. 28
27. 31	7. 16	17. 13	14. 17	17. 10	2. 6
8. 3	26. 12	23. 26	25. 21	5. 14	22. 18 D.E.
30. 26	4. 8	30. 23	17. 22	26. 22	14. 17
28. 24	28. 24	31. 27	21. 17	14. 18	21. 14
26. 23	9. 14	21. 17	31. 27	22. 17	10. 17
24. 20	24. 19	27. 18	11. 15	19. 23	18. 15 G.
23. 18	2. 7	17. 14	22. 26	17. 13	17. 22
Drawn.	30. 26	18. 9	15. 18	23. 26	26. 17
	14. 18	13. 6	W. wins.	31. 22	19. 26
G.	26. 23	2. 9		18. 25	30. 23
10. 15	18. 25	11. 7		10. 6	13. 22

15. 11	10. 15	19. 24	16. 19	24. 15	W. wins.
7. 10	19. 10	28. 19	17. 10	9. 14	
11. 7	6. 15	3. 8	2. 7	17. 10	E.
10. 14	27. 24 F.	12. 3	23. 16	18. 23	6. 10
7. 2	20. 27	17. 21	12. 19	27. 18	15. 6
6. 9	16. 11	B. wins.	21. 17	8. 11	1. 10
16. 11	7. 16		7. 21	15. 8	22. 18
1. 6	23. 18	GAME 40.	27. 23	6. 29	10. 14
23. 19	14. 23	22. 18	20. 27	8. 3	18. 15
22. 26	26. 10	10. 14	23. 7	W. wins.	7. 11
11. 7	27. 31	24. 19	3. 19		16. 7
3. 10	22. 18	11. 16	32. 16	C.	2. 18
2. 7	31. 27	27. 24	6. 10	2. 18	19. 16
9. 13	18. 15	16. 20	16. 12	22. 15	12. 19
27. 23	27. 23	31. 27	W. wins.	3. 7	24. 15
14. 18	15. 11	8. 11		25. 22	18. 23 G.
7. 14	23. 18	25. 22	Var.	9. 13	27. 18
18. 27	11. 7	4. 8	16. 19	30. 26	14. 23
19. 15	16. 19	29. 25	23. 16	5. 9	15. 10
26. 30	7. 2	11. 16	14. 23	26. 23	8. 11
14. 9	19. 23	19. 15	26. 19	7. 10	10. 6
27. 31	2. 7	7. 11 var.	7. 11 D.E.F.	15. 11	11. 15
9. 2	1. 6	24. 19 A.	16. 7	8. 15	6. 2
13. 17	B. wins.	9. 13	3. 10 C.	23. 18	9. 13
Drawn.		18. 9	22. 17	W. wins.	2. 6
	F.	5. 14	9. 13 B.		3. 7
D.	16. 12	22. 18*	17. 14	D.	W. wins.
16. 12	7. 10	1. 5	10. 17	9. 13	
19. 24	21. 17	18. 9	21. 14	22. 18	G.
28. 19	14. 21	5. 14	6. 9	6. 9	8. 11
3. 8	23. 18	26. 22	19. 16	25. 22	15. 8
12. 3	15. 19	11. 18	12. 19	9. 14	3. 12
14. 17	27. 23	22. 15	15. 10	18. 9	30. 26
21. 14	19. 24	3. 7	9. 18	5. 14	12. 16
10. 17	18. 15	28. 24	24. 15	15. 11	28. 24
3. 10	10. 19	7. 10	2. 6	8. 15	9. 13
6. 31	23. 16	30. 26	10. 7	19. 10	26. 22
23. 19	24. 27	14. 17	W. wins.	12. 19	5. 9
17. 21	26. 23	21. 7		24. 15	22. 15
19. 15	27. 31	2. 18	B.	14. 18	16. 19
20. 24	23. 19	23. 14	2. 7	30. 25	25. 22
B. wins.	31. 26	16. 30	17. 13	7. 14	19. 28
	30. 23	14. 9	7. 11	15. 11	15. 10
E.	B. wins.	B. wins.	21. 17	3. 7	W. wins.
29. 25			11. 18	22. 15	
19. 24	G.	A.	19. 15	7. 16	F.
28. 19	16. 12	22. 17†	10. 19	15. 11	9. 14

15. 10	22. 18	29. 22	8. 11	17. 14	15. 10
6. 15	10. 14	19. 15	28. 24	10. 17	23. 7
19. 10	24. 19	11. 18	W. wins.	22. 6	3. 10
12. 19	11. 16	23. 14		1. 10	12. 16
24. 15	27. 24	2. 16	C.	18. 15	B. wins.
14. 18 H.	16. 20	21. 17	11. 18	10. 14	
22. 17	31. 27	Drawn.	24. 15	15. 10	B.
7. 14	8. 11		9. 13	Drawn.	27. 23
17. 10	25. 22	A.	28. 24		30. 26
2. 7	4. 8	22. 17†	8. 12	Var.	23. 19
3028. 26	29. 25	16. 19	15. 11	9. 13	2. 7
7. 14	11. 16	17. 10	6. 9	18. 9	3. 17
26. 22	19. 15	12. 16	14. 10	5. 1†	13. 29
3. 7	7. 11	10. 7	9. 14	22. 18 var 2	15. 10
15. 10	24. 19 A.	3. 10	10. 7	6. 9 R	26. 23
7. 11	9. 13	18. 14	13. 17	26. 22 U	19. 15
22. 15	18. 9	9. 18 B.	W. wins.	11. 16 Q.	23. 19
11. 18	5. 14	23. 7		18. 15 N.	B. wins
10. 7	28. 24	11. 18	GAME 42.	7. 10	
5. 9	11. 18	24. 15	22. 18	15. 6	C.
7. 3	22. 15	2. 11	10. 14	1. 10	25. 22
8. 12	6. 10	21. 17	24. 19	30. 26	2. 7
27. 23	15. 6	6. 9	11. 16	3. 7	19. 15
18. 27	1. 10	17. 14	27. 24	19. 15 A.	10. 19
32. 23	26. 22	9. 13	8. 11	10. 19	24. 15
1. 5	3. 7	14. 10	31. 27	24. 15	16. 19
25. 22	22. 18	13. 17	16. 20	2. 6	B. wins.
W. wins.	14. 17	10. 7	25. 22	28. 24	
	21. 14	1. 6	4. 8	Drawn.	D.
H.	10. 17	7. 3	29. 25		26. 22
7. 11	18. 14	8. 12	11. 16 var	A.	2. 6
30. 26	8. 11	15. 8	19. 15	22. 18	18. 15
11. 18	14. 9	W. wins.	7. 11	7. 11	11. 18
22. 15	7. 10		22. 17	19. 15 C.D.	22. 15
5. 9	9. 5	B.	16. 19	10. 19	13. 17
26. 23	10. 14	10. 17	17. 10	24. 15	B. wins.
2. 6	25. 21	21. 14	2. 7	16. 19	
28. 24	17. 22	9. 18 C.	23. 16	23. 7	Var. 2.
9. 13	5. 1	23. 14	12. 19	14. 30	19. 15
25. 22	22. 25	11. 18	25. 22	7. 3	11. 18
8. 12	1. 5	24. 15	7. 23	9. 14	22. 15
22. 18	25. 29	2. 7	27. 18	25. 22 B.	7. 10
6. 9	5. 9	26. 23	20. 27	30. 26	25. 22 E.
23. 19	13. 17	6. 10	32. 7	22. 18	10. 19
W. wins.	9. 18	15. 6	3. 19	14. 23	23. 16
	17. 22	1. 17	21. 17	27. 18	12. 19
GAME 41.	18. 25	23. 14	6. 10	26. 23	24. 15

14. 18	1. 5	6. 10	8. 15	24. 19	7. 10 var
30. 25	25. 22 H.	B. wins.	18. 11	2. 7	15. 6
2. 7	11. 15		B. wins.	19. 16	1. 10
15. 10 F.I.	14. 10	L.		12. 19	23. 19 E.
7. 14	6. 9	27. 23	Q.	23. 16	14. 23
22. 15	10. 7	18. 27	1. 5	B. wins.	27. 18
3. 7	9. 14	32. 23	19. 15		20. 24
28. 24	7. 3	7. 10	2. 6	V.	18. 14 A.
14. 17	14. 18	22. 18 M.	24. 19	19. 16	9. 18
21. 14	3. 7	10. 19	7. 10	12. 19	19. 15
6. 10	18. 25	23. 16	28. 24	24. 15	10. 19
15. 6	26. 22	8. 12	12. 16	7. 10	26. 23
1. 17	19. 23	B. wins.	19. 12	23. 19	18. 27
25. 21	Drawn.		10. 28	14. 23	32. 7
17. 22		M.	18. 15	27. 18	3. 10
26. 17	G.	23. 19	11. 18	9. 14	28. 19
13. 22	26. 22	1. 5	22. 15	B. wins.	8. 11
24. 19	6. 10	22. 18	Drawn.		25. 22 B.
22. 26	21. 17	5. 9		Y.	11. 15
19. 15	B. wins.	25. 22	R.	30. 25	19. 16
Drawn.		3. 7	1. 5	11. 16	10. 14
	H.	B. wins.	18. 9	18. 15	16. 11
E.	26. 22		5. 14	7. 10	14. 18
23. 18	19. 23	N.	25. 22	22. 18	30. 25
14. 23	28. 24	19. 15	6. 9 S.T.	3. 7	18. 23
26. 19	23. 26	16. 19	22. 18	B. wins.	11. 8
2. 7	24. 19	23. 16	W. wins.		23. 26
25. 22	26. 30	14. 23		GAME 43.	8. 3
1. 5	19. 15	27. 18	S.	22. 18	26. 30
22. 18	11. 18	12. 19	11. 16	10. 14	3. 8
7. 11	22. 15	21. 17 O.P.	22. 18	24. 19	2. 7
30. 26	6. 9	20. 27	6. 9	11. 16	8. 3
11. 16	B. wins.	32. 16	18. 15	27. 24	7. 10
26. 23		8. 11	W. wins.	8. 11	3. 8
5. 9	I.	15. 8		25. 22	10. 14
B. wins.	28. 24	3. 19	T.	16. 20	8. 11
	7. 11	B. wins.	6. 10	31. 27	15. 19
F.	24. 19 K.		19. 16	4. 8	11. 15
27. 24	20. 24	O.	12. 19	29. 25	19. 24
20. 27	27. 20	30. 26	24. 6	9. 13	15. 19
32. 14	18. 23	20. 27	W. wins.	18. 9	24. 27
7. 10	B. wins.	32. 16		5. 14	19. 23
14. 7		8. 11	U.	22. 18	27. 31
3. 19	K.	B. wins.	25. 22	6. 9	22. 18
22. 18	26. 23		1. 6	19. 16	31. 26
8. 11	11. 16	P.	19. 15 V.Y.	12. 19	18. 9
18. 14 G.	23. 14	15. 11	7. 10	24. 15	26. 19

9. 5	25. 22	30. 26	20. 27	I.	1. 6
19. 15	3. 7	13. 17	32. 23	2. 7	22. 18
5. 1	22. 18	19. 16	22. 26	30. 26	14. 23
15. 18	7. 11 D.	8. 12	15. 10	15. 19 K.	27. 18
1. 5	26. 22	15. 11	W. wins.	23. 16	20. 27
18. 14	10. 14	12. 19		14. 30	32. 23
5. 1	19. 16	23. 16	G.	22. 18	W. wins.
30. 26	11. 20	14. 30	11. 16	W. wins.	
1. 6	15. 10	21. 5	5. 9		GAME 44.
26. 23	14. 23	7. 10	18. 23	K.	22. 18
6. 1	10. 1	5. 1	27. 18	13. 17	10. 14
23. 18	24. 27	30. 26	20. 27	22. 6	24. 19
1. 5	1. 5	11. 7	32. 23	15. 31	11. 16
13. 17	27. 31	26. 23	22. 26	32. 28	27. 24
5. 1	5. 14	W. wins.	Drawn.	W. wins.	8. 11
B. wins.	23. 27				25. 22
	32. 23	E.	Var.	L.	16. 20
B.	31. 26	28. 24	2. 6 H.	16. 19	31. 27
30. 26	14. 18	10. 15	28. 24	23. 16	4. 8
11. 15	26. 19	25. 22	7. 10	14. 23	29. 25
19. 16	21. 17	2. 7 F.	24. 19	26. 19	11. 16
15. 18	20. 24	23. 19	1. 5	7. 11 M.N.	19. 15
16. 11	17. 14	14. 23	25. 22	16. 7	7. 11
10. 15	Drawn.	19. 10	3. 7	2. 18	22. 17
11. 8		7. 14	30. 25	30. 26	16. 19
15. 19	C.	26. 19	14. 17	8. 11	23. 7var.
26. 22	8. 11	14. 18	21. 14	19. 15	14. 23
18. 23	32. 27	22. 15	10. 17	11. 16	26. 19
22. 18	10. 14	11. 18	25. 21	15. 10	2. 18
23. 26	26. 23	19. 15	W. wins.	W. wins.	17. 14
18. 15	3. 8	8. 11			9. 13
26. 30	30. 26	15. 8	H.	M.	14. 10
15. 10	8. 12	Drawn.	11. 16	9. 14	6. 15
19. 24	26. 22		28. 24	16. 11	19. 10
8. 4	11. 16	F.	7. 10 L.	7. 23	12. 16
24. 27	18. 15	13. 17	15. 6	27. 9	30. 26
4. 8	14. 18	22. 6	1. 10	20. 27	8. 11
27. 31	23. 5	15. 31	24. 19	32. 23	26. 23
Drawn.	16. 32	6. 1	8. 11	1. 5	11. 15
	5. 1	31. 26	19. 12	25. 22	23. 14
A.	32. 27	23. 19	10. 15	W. wins.	15. 18
19. 16	Drawn.	26. 22	26. 22		10. 7
11. 20		1. 5	2. 6 I.	N.	3. 17
28. 19	D.	14. 18	30. 26	8. 12	21. 14
20. 24 C.	24. 28	19. 15	W. wins.	15. 11	Drawn.
18. 15	26. 23	18. 23 G.		9. 14	
2. 6	10. 14	27. 18		25. 22	

Var.	25. 22	15. 11 B.	12. 8	25. 22	3. 10
17. 10†	11. 16	8. 15	20. 24	27. 31	6. 15
2. 7	22. 17	19. 10	Drawn.	2. 6	12. 16
23. 16	16. 20	2. 7		W. wins.	15. 11
12. 19	26. 23	28. 19	C.		16. 20
21. 17	19. 26	7. 14	15. 11	F.	11. 15
7. 21	W. wins.	19. 15	18. 22	3. 7	20. 24
27. 23		18. 22 D.E.	25. 9	15. 10	15. 10
20. 27	Var.	25. 18	3. 7	7. 11	Drawn.
23. 7	9. 13	14. 23	21. 14	10. 7	
3. 19	18. 9	15. 10	7. 30	8. 12	I.
32. 16	5. 14	9. 14	14. 10	7. 3	15. 10
6. 10	22. 18	10. 6	30. 25	11. 16	13. 17
25. 22	6. 9	14. 18	10. 6	3. 8	30. 26 K.
9. 14	19. 16	6. 2	25. 22	W. wins.	17. 22
18. 9	12. 19	18. 22	6. 1		26. 17
W. wins.	24. 15	21. 17	22. 17	G.	9. 13
	7. 10	22. 25	27. 23	2. 7	10. 6
GAME 45.	15. 6	Drawn.	17. 14	15. 10	13. 29
22. 18	1. 10		1. 5	7. 11	6. 1
10. 14	23. 19	B.	20. 24	25. 22	29. 25
24. 19	14. 23	19. 16	23. 19	8. 12	1. 6
11. 16	27. 18	8. 11	24. 27	W. wins.	18. 22
27. 24	20. 24	28. 19	19. 16		6. 9
8. 11	26. 22	11. 20	27. 31	H.	25. 29
25. 22	10. 15 A.	32. 27	16. 11	8. 12	9. 25
16. 20	19. 10	9. 14	B. wins.	15. 10	29. 22
31. 27	2. 7	30. 26		14. 18	32. 27
4. 8	28. 19	13. 17	D.	19. 15	3. 7
29. 25	7. 23	19. 16 C.	13. 17	2. 7	27. 24
11. 16 var	19. 15	2. 6	30. 26	28. 19	7. 11
19. 15	11. 18	16. 12	3. 8	7. 14	B. wins.
7. 11	22. 15	6. 9	26. 23	15. 11 I.	
22. 17	8. 11	15. 11	18. 27	18. 22	K.
16. 19	15. 8	9. 13	32. 23	25. 18	10. 6
17. 10	3. 12	11. 8	W. wins.	14. 23	17. 22
2. 7	25. 22	3. 7		19. 15	6. 1
23. 16	12. 16	8. 3	E.	9. 14	22. 29
12. 19	22. 18	7. 11	18. 23	15. 10	1. 6
21. 17†	Drawn.	3. 7	15. 10	14. 18	9. 13
7. 23		11. 16	14. 18	10. 6	6. 9
27. 18	A.	7. 11	10. 6	18. 22	18. 22
20. 27	10. 14	16. 19	9. 14	6. 1	9. 25
32. 7	18. 15	11. 15	6. 2	22. 26	29. 22
3. 19	11. 18	19. 24	23. 27	1. 6	19. 15
17. 13	22. 15	15. 22	32. 23	26. 31	3. 7
8. 11	14. 18 F.G.H.	24. 31	18. 27	11. 7	B. wins.

GAME 46.	27. 11	9. 14	1. 5	17. 21	11. 15
22. 18	7. 16	18. 9	18. 9	19. 16	32. 28
11. 16	20. 11	5. 14	5. 14	12. 19	15. 24
25. 22	3. 8	32. 27	B. wins.	23. 16	28. 19
10. 14	26. 23	1. 5		2. 6	8. 11
24. 19	8. 15	19. 16	Var.	16. 12	23. 18
16. 20	23. 18	12. 19	5. 9	6. 10	22. 25
22. 17	15. 19	23. 16	22. 18	27. 23	9. 6
9. 13	30. 26	11. 20	15. 22	9. 14	25. 29
17. 10	9. 14	22. 17	25. 18	18. 9	6. 2
6. 22	18. 9	13. 22	10. 14 B.	5. 14	29. 25
26. 17	5. 14	25. 4	29. 25	22. 18	Drawn.
13. 22	32. 27	5. 9	8. 11	14. 17	
30. 26	4. 8	29. 25	25. 22	18. 14	D
2. 6	27. 24	9. 13	7. 10 E.	17. 22	10. 15
26. 17	12. 16	25. 22	30. 26	26. 17	19. 10
7. 10	24. 15	14. 17	3. 8 C.D.	13. 22	6. 15
17. 14	10. 19	21. 14	24. 20	14. 9	24. 19
10. 17	17. 10	10. 17	11. 15	22. 26	15. 24
21. 14	6. 15	26. 23	18. 11	9. 6	28. 19
3. 7	21. 17	17. 26	8. 24	26. 31	2. 6
29. 25	8. 12	31. 22	28. 19	6. 2	27. 24
6. 10	31. 27	7. 11	4. 8	31. 26 ²⁷	11. 16
25. 21	1. 6	24. 19	32. 28	23. 19	32. 27
10. 17	17. 14	2. 7	8. 11	27. 23	Drawn.
21. 14	16. 20	W. wins.	19. 16	2. 6	
1. 6	27. 23		12. 19	W. wins.	E.
19. 15	15. 18	A.	23. 7		6. 10
8. 11	22. 15	21. 17	2. 11	C.	24. 20 F.
15. 8	6. 10	5. 9	27. 23	4. 8	2. 6
4. 11	23. 16	25. 21	W. wins.	24. 20	30. 26
23. 19	12. 19	9. 14		10. 15	10. 15 G.
6. 9	14. 7	27. 23	B.	19. 10	19. 10
14. 10	2. 18	8. 11	1. 5	6. 15	6. 15
7. 14	Drawn.	24. 20	29. 25	27. 24	21. 17
19. 16		15. 24	13. 17	2. 7	14. 21
Drawn.	GAME 48.	28. 19	21. 14	24. 19	20. 16
	11. 15	4. 8	10. 17	15. 24	12. 19
GAME 47.	23. 19	30. 25	31. 26	28. 19	23. 16
22. 17	9. 13	11. 15	9. 13	7. 10	11. 20
11. 15	26. 23 A.	32. 28	25. 22	22. 17	18. 2
23. 19	8. 11 var	15. 24	8. 11	13. 22	21. 25
8. 11	23. 18	28. 19	24. 20	26. 17	22. 18
25. 22	4. 8	8. 11	4. 8	9. 13	Drawn.
11. 16	27. 23	22. 18	27. 24	18. 9	
24. 20	6. 9	13. 22	6. 9	13. 22	F.
16. 23	30. 26	26. 17	32. 27	21. 17	31. 26

4. 8	25. 21	2. 7	18. 9	3. 10	25. 11
19. 15	11. 15	W. wins.	5. 14	27. 24	10. 15
10. 19	24. 19		22. 18	10. 15	24. 20
24. 15	15. 24	B.	14. 17	24. 20	W. wins.
12. 16	28. 19	25. 22	21. 14	19. 23	
28. 24	8. 11	14. 18	10. 17	31. 26	F.
16. 20	22. 18	22. 15	19. 15	23. 27	6. 10
24. 19	1. 5	3. 7	16. 19	26. 23	11. 8 G.
2. 6	18. 9	21. 14	23. 16	27. 32	4. 11
19. 16	5. 14	7. 10	11. 20	23. 19	27. 24
8. 12	29. 25	15. 6	25. 22	15. 24	11. 15
15. 8	11. 16	2. 18	17. 26	28. 19	22. 17
12. 19	19. 15 B.	23. 14	31. 22	32. 27	13. 22
23. 16	2. 6	16. 30	12. 16	19. 16	25. 11
B. wins.	15. 11	14. 10	27. 23	11. 15	16. 20
	16. 19	30. 25	20. 24	16. 12	24. 6
	23. 16	10. 6	18. 14	27. 24	7. 16
G.	12. 19	25. 22	24. 27	12. 8	29. 25
4. 8	27. 23	6. 2	Drawn.	24. 19	1. 10
27. 24	19. 24	Drawn.		8. 4	21. 17
10. 15	25. 22		D.	15. 18	5. 9
19. 10	24. 28	C.	11. 16	4. 8	17. 13
6. 15	22. 18	5. 9	18. 11	18. 22	2. 6
21. 17	6. 9	27. 23	16. 23	8. 12	25. 22
14. 21	18. 15	10. 14	27. 18	30. 26	9. 14
Drawn.	28. 32	19. 10	7. 16	20. 16	26. 23
	23. 19	6. 15	24. 20 E.	19. 15	10. 15
GAME 49.	32. 28	30. 26	16. 19	12. 8	31. 26
11. 15	11. 7	7. 10	30. 26	Drawn.	15. 19
23. 19	3. 10	32. 27	12. 16		22. 18
9. 13	15. 6	1. 5	20. 11	E.	14. 17
26. 23	28. 24	24. 19	2. 7	18. 15	18. 14
8. 11	19. 16	15. 24	11. 2	10. 19	20. 24
23. 18	24. 19 A.	28. 19	4. 8	24. 15	23. 18
4. 8 C.D.	6. 2	11. 16	2. 9	16. 19	24. 27
27. 23	19. 12	22. 17	5. 30	30. 26	18. 15
6. 9	2. 7	13. 22	22. 17 H.	12. 16	27. 31
30. 26	12. 16	26. 17	13. 22	32. 27	Drawn.
9. 14	31. 27	4. 8	25. 18	3. 7	
18. 9	W. wins.	17. 13	8. 11	15. 11	G.
5. 14		3. 7	18. 14	7. 10 F.	27. 23
32. 27	A.	13. 6	10. 17	11. 8	10. 15
14. 17	24. 20	2. 9	21. 14	4. 11	23. 18
21. 14	16. 11	25. 22	1. 6	27. 24	1. 6
10. 17	20. 24	8. 11	32. 27	11. 15	21. 17
19. 10	6. 2	29. 25	6. 10	22. 17	4. 8
7. 14	24. 19	9. 13	14. 7	13. 22	11. 4

6. 10	23. 19	7. 23	26. 17	16. 20	3. 7
Drawn.	9. 5	Drawn.	21. 14	24. 19	25. 22
H.	15. 10	A.	10. 17	20. 24	7. 10
32. 27	5. 1	27. 23	25. 21	26. 22	27. 24
8. 11	19. 15	2. 6	17. 22	24. 27	1. 5
27. 24	17. 13	23. 16	8. 3	28. 24	32. 28
19. 23	15. 11	12. 19	7. 10	27. 31	10. 14
24. 19	1. 5	26. 22	3. 7	24. 20	22. 18
3. 8	11. 7	7. 10 B.	10. 14	31. 27	13. 17
28. 24	B. wins.	18. 15	Drawn.	18. 15	18. 9
23. 27		11. 18	D.	27. 24	5. 14
24. 20	GAME 50.	22. 15	31. 27	20. 16	23. 18
1. 5	11. 15	6. 9	21. 17	24. 27	16. 23
31. 24	23. 19	15. 6	27. 23	16. 11	18. 9
8. 12	9. 13	1. 10	18. 14	27. 23	17. 22
22. 18	26. 23	20. 16	23. 26	8. 4	21. 17
10. 14	6. 9	9. 14	12. 8	23. 16	23. 26
18. 9	22. 18	16. 11	26. 30	4. 8	17. 14
5. 14	15. 22	Drawn.	25. 21	16. 11	26. 31
19. 15	25. 18	B.	30. 25	8. 4	14. 10
11. 18	8. 11	19. 23	22. 18	Drawn.	31. 27
24. 19	29. 25	18. 15 C.	13. 22	F.	10. 7
30. 26	9. 14	11. 18	8. 3	30. 26	27. 23
19. 15	18. 9	22. 15	10. 17	16. 19	7. 3
18. 23	5. 14	6. 10	21. 14	15. 11	23. 18
15. 10	23. 18	15. 16	Drawn.	19. 23	9. 5
23. 27	14. 23	1. 10	E.	26. 19	11. 15
10. 6	27. 18	20. 16	11. 16	3. 7	24. 19
27. 31	10. 15 E.	23. 26	18. 15	19. 15	15. 24
6. 1	19. 10	16. 12	16. 23	7. 16	28. 19
31. 27	7. 23	26. 31	15. 6	15. 11	22. 26
1. 6	31. 27	12. 8	1. 10	2. 6	3. 8
26. 23	12. 16 G.	31. 27	31. 26	11. 7	26. 31
25. 22	27. 18	8. 3	10. 14	6. 10	8. 11
23. 19	4. 8	Drawn.	26. 19	7. 2	31. 27
6. 10	24. 20	C.	14. 18	Drawn.	19. 15
27. 23	16. 19	28. 24	32. 27	G.	27. 23
10. 17	30. 26	6. 10	7. 11	23. 26	15. 10
23. 26	3. 7	24. 19	19. 15	30. 23	23. 19
22. 18	32. 27	23. 27	11. 16	12. 16	5 1 1
13. 22	8. 12	19. 16	15. 10 F.	24. 20 H.	19. 24
21. 17	27. 24 A.	27. 31	4. 8	4. 8	10. 7
26. 23	19. 23	16. 12	30. 26	28. 24	18. 23
18. 14	26. 19	31. 26 D.	18. 23	8. 12	7. 3
19. 15	11. 16	12. 8	27. 18	24. 19	12. 16
14. 9	20. 11				Drawn.

H.	13. 17	19. 15	5. 9	30. 26	1. 5
23. 18	22. 13	11. 18	B. wins.	8. 11	21. 17
4. 8	14. 18	23. 14		26. 23	Drawn.
27. 23	23. 14	22. 25	Var.	11. 15 B.	B.
16. 20	16. 32	14. 10	23. 19	32. 28	6. 9
32. 27	24. 19	1. 5	4. 8	15. 24	17. 13
8. 12	32. 27	9. 6	27. 23	28. 19	1. 6
24. 19	B. wins.	5. 9	6. 9	5. 9	22. 18
11. 16		6. 2	23. 18	29. 25	2. 7
25. 22	K.	9. 14	9. 14	9. 13	29. 25
2. 7	9. 5	2. 6	18. 9	31. 27	11. 16
28. 24 M.	11. 15	14. 18	5. 14	1. 5 A.	32. 27
7. 11	21. 17	6. 9	26. 23	27. 24	14. 17
18. 14	1. 6	18. 22	2. 6	6. 9	21. 14
3. 7	17. 14	9. 14	24. 20	24. 20	10. 17
14. 9 N.	10. 26	25. 30	15. 24	2. 7	25. 22
7. 10	19. 1	Drawn.	28. 19	20. 16	17. 26
21. 17 I.K.L.	26. 31	GAME 51.	10. 15	14. 18	31. 22
1. 5	21. 18	11. 15	19. 10	23. 14	16. 20
9. 6	31. 26	22. 17	6. 15	9. 18	22. 17
5. 9	B. wins.	8. 11	17. 10	22. 6	W. wins.
6. 2		25. 22	7. 14	13. 29	C.
11. 15	L.	9. 13	31. 27	6. 2	3. 8
2. 7	22. 18	29. 25 var	3. 7	7. 10	26. 23
9. 14	1. 5	15. 18	23. 18	16. 11	5. 9
7. 11	18. 14	23. 14	Drawn.	10. 14	17. 13
14. 21	10. 17	11. 15	GAME 52.	2. 6	11. 16
11. 18	21. 14	24. 19	11. 15	29. 25	24. 20
21. 25	13. 17	15. 24	23. 19	Drawn.	15. 24
18. 15	9. 6	28. 19	8. 11	A.	28. 19
10. 14	17. 22	4. 8	22. 17	6. 9	1. 5
22. 18	6. 2	26. 23	9. 14 var	27. 24	20. 11
14. 17	22. 26	8. 11	25. 22	2. 7	8. 24
18. 14	B. wins.	23. 18	11. 16 C.	19. 15	27. 20
25. 30	M.	6. 9	24. 20	17. 3	14. 17
14. 10	21. 17	27. 24	16. 23	9. 14	Drawn.
30. 26	1. 6	1. 6	27. 11	3. 7	Var.
10. 7	B. wins.	32. 28	7. 16	26. 31	11. 16
17. 22	N.	11. 15	20. 11	24. 19	24. 20
7. 2	22. 18	18. 11	3. 7	31. 27	16. 23
13. 17	13. 17	22. 15	28. 24	7. 10	27. 11
B. wins.	14. 10	13. 29	24. 19	27. 24	7. 16
I.	7. 14	11. 8	16. 23	10. 17	20. 11
9. 6	18. 9	29. 25	26. 19	24. 15	3. 7
10. 14	17. 22	31. 26	4. 8	17. 14	
6. 2					

28. 24	20. 24	E.	18. 15	24. 20	13. 6
7. 16	W. wins.	30. 25	24. 27	14. 17	5. 9
25. 22		2. 7	23. 18	27. 24	22. 13
16. 20 C.D.	D.	22. 18	27. 31	2. 7	15. 31
29. 25	10. 15	15. 22	26. 23	25. 21	24. 20
20. 27	24. 20	25. 18	31. 26	17. 22	31. 27
31. 24	16. 19	7. 10	23. 19	20. 16	6. 2
9. 14 F.	17. 13	29. 25	26. 23	22. 26	27. 24
26. 23	4. 8	10. 14	18. 14	32. 27	13. 6
4. 8	31. 27 E.	18. 15	23. 16	26. 31	24. 15
24. 19	8. 11	14. 17	15. 11	15. 10	6. 1
8. 11	32. 28	21. 14	17. 22	7. 14	10. 14
30. 26	9. 14	9. 18	11. 2	16. 11	1. 6
11. 16	29. 25	20. 16	13. 17	8. 15	14. 18
17. 13	6. 10	18. 23	14. 10	19. 10	Drawn.
2. 7	27. 24	26. 22	16. 19	6. 15	
22. 18	5. 9	19. 24	2. 7	24. 20	B.
14. 17	13. 6	16. 11	19. 23	31. 24	24. 20
21. 14	2. 9	12. 16	7. 3	28. 10	15. 24
10. 17	22. 17	11. 4	Drawn.	14. 18	28. 19
25. 21	9. 13	23. 27		13. 9	11. 15
6. 10	25. 22	Drawn.	GAME 53.	18. 23	23. 18
21. 14	1. 5		11. 15	Drawn.	15. 24
10. 17	26. 23	F.	22. 17		18. 14
18. 14	19. 26	12. 16	8. 11	A.	10. 15
17. 21	30. 23	24. 20	23. 19	24. 20	14. 10
19. 15	5. 9	16. 19	4. 8	17. 21	24. 27
Drawn.	24. 19	17. 14	25. 22	26. 23	10. 1
	15. 24	9. 18	15. 18	6. 10	27. 31
	28. 19	22. 15	22. 15	23. 14	1. 6
C.	11. 15	6. 9	11. 18	10. 17	15. 18
4. 8	20. 16	15. 6	17. 13	27. 23	Drawn.
26. 23	15. 24	1. 10	9. 14	8. 11	
9. 14	16. 11	20. 16	29. 25	31. 26 E.	C.
24. 19	24. 27	2. 7	14. 17 var	1. 6	6. 10
8. 11	11. 7	32. 27	21. 14	28. 24	25. 22
30. 26	27. 31	9. 14	10. 17	7. 10 C.	11. 15 D.
16. 20	7. 3	8. 12	26. 22 A.	32. 28	32. 27
17. 13	31. 27	5. 9	17. 26	11. 15	7. 11
20. 24	23. 19	25. 22	31. 15	25. 22	23. 18
22. 17	27. 23	9. 13	7. 11	3. 7	5. 9
11. 16	19. 15	27. 23	30. 26	20. 16	13. 6
26. 22	10. 19	19. 24	11. 18	7. 11	2. 9
16. 20	17. 10	22. 18	26. 22	16. 7	22. 6
31. 27	19. 24	14. 17	5. 9	2. 11	15. 31
24. 28	10. 6	21. 14	22. 15	23. 18 B.	6. 1
29. 25	B. wins.	10. 17	9. 14	6. 9	10. 14

14. 17	F.	15. 11	21. 14	18. 22	16. 20
6. 10	11. 15	W. wins.	8. 11	25. 18	23. 19
17. 22	25. 22		9. 5	15. 22	15. 24
10. 14	1. 6 G.	L.	6. 9	10. 7	28. 19
22. 25	20. 16	7. 11	13. 6	3. 10	6. 10
14. 18	3. 7	19. 15	W. wins.	27. 24	22. 17
25. 29	22. 18	10. 19		W. wins.	13. 22
19. 15	W. wins.	24. 15	K.		26. 17
3. 8		3. 7	5. 9	N.	1. 6
15. 10	G.	26. 22	27. 23	2. 7	31. 26
W. wins.	3. 7	W. wins.	7. 10	17. 10	20. 24
	20. 16		24. 20	7. 14	Drawn.
D.	7. 11	H.	9. 14	31. 26	
2. 6	16. 7	3. 7	25. 21	1. 6	GAME 55.
22. 18	2. 11	27. 23	3. 7	32. 28	11. 15
5. 9	32. 28	5. 9	13. 9	5. 9	22. 17
32. 27	1. 6	25. 21 I.	6. 13	26. 22	8. 11
10. 14	24. 20	9. 14	15. 6	3. 7	23. 19
19. 15	15. 24	13. 9	2. 9	28. 24	4. 8 var
3. 8	28. 19	6. 13	19. 15	7. 10	25. 22
24. 19	11. 15	15. 6	7. 11	W. wins.	9. 13
7. 10	19. 16	2. 9	15. 10		27. 23
27. 24	12. 19	19. 15	11. 15	GAME 54.	6. 9
12. 16	23. 16	7. 11	28. 24	11. 15	23. 18
19. 3	Drawn.	15. 10	8. 11	22. 17	9. 14
10. 28		11. 15	10. 6	8. 11	18. 9
3. 7		28. 24	10. 6	23. 19	5. 14
28. 32	Var.	13. 17	24. 19	4. 8	26. 23
7. 16	5. 9 M.	10. 6	W. wins.	25. 22	2. 6
32. 28	26. 23	9. 13		9. 13	30. 25
W. wins.	1. 5	6. 2	M.	17. 14	6. 9
	30. 26	17. 22	7. 11	10. 17	31. 27
E.	14. 17 L.	2. 6	24. 20	19. 10	1. 5
28. 24	21. 14	22. 26	11. 15	6. 15	23. 18
7. 10	10. 17	W. wins.	26. 22	21. 14	14. 23
31. 26	23. 14		15. 24	15. 19	27. 18
3. 7 F.	9. 18	I.	28. 19	24. 15	9. 14
25. 22	26. 22	23. 18	10. 15	11. 25	18. 9
1. 6	17. 26	7. 11	19. 10	30. 21	5. 14
22. 18	31. 15	32. 27	6. 15	8. 11	24. 20
10. 14	7. 10 K.	10. 14	30. 26	29. 25	15. 24
18. 9	24. 20	27. 23	8. 11	11. 15	28. 19
5. 14	2. 7 H.	14. 17	26. 23	25. 22	11. 15
32. 28	27. 23	25. 21	12. 16	12. 16	22. 18
14. 18	10. 14	9. 14	22. 17	27. 23	14. 23
Drawn.	28. 24	18. 9	2. 6 N.	2. 6	19. 16
	14. 17	11. 27	17. 10	32. 27	12. 19

32. 28	1. 17	D.	31. 26	3. 10	32. 27
13. 22	28. 14	1. 6	17. 21	18. 15	3. 8 N.
Drawn.	11. 15	28. 24	15. 10	11. 18	27. 23
Var.	19. 10	17. 21	6. 15	23. 7	17. 22
9. 13	17. 22	26. 23	19. 10	2. 11	Drawn.
17. 14	25. 18	13. 17	8. 11	Drawn.	N.
10. 17	5. 9	31. 26	25. 22	I.	11. 15
21. 14	14. 5	6. 9	18. 25	2. 6	19. 16
15. 18	7. 32	20. 16	29. 22	29. 25	12. 19
19. 15	31. 27	11. 20	11. 15	13. 17	20. 16
4. 8	32. 23	25. 22	23. 19	25. 21	3. 8
24. 19	24. 19	18. 25	2. 6	11. 16 K.	W. wins.
6. 9 F.G.	Drawn.	29. 6	26. 23	14. 10	
28. 24	B.	2. 18	6. 9	16. 30	GAME 56.
13. 17 E.	13. 17	23. 14	22. 17	21. 14	11. 15
24. 20	31. 26	7. 11	Drawn.	6. 15	22. 17
9. 13	6. 9	15. 10	G.	31. 26	8. 11
32. 28	14. 10	11. 16	6. 10	30. 23	23. 19
2. 6 D.	7. 14	26. 23	15. 6	27. 2	4. 8 var.
28. 24	25. 22	8. 11	1. 17	8. 11	25. 22
17. 21	18. 25	10. 6	25. 22	2. 6	9. 13
26. 23	29. 6	W. wins.	18. 25	11. 15	27. 23
18. 22 A.B.	11. 18	E.	30. 14	6. 10	6. 9
25. 18	6. 2	11. 16	13. 17 I.	15. 18	23. 18
6. 10	5. 9	15. 11	27. 23	W. wins.	9. 14
15. 6	19. 15	8. 15	2. 6 H.	K.	18. 9
1. 17	9. 13	19. 10	23. 18	6. 10	5. 14
18. 15	23. 19	16. 20	17. 21	27. 23 M.	26. 23
11. 18	13. 17	24. 19	26. 23	11. 16	2. 6
23. 14	26. 23	13. 17	11. 16	28. 24	24. 20
8. 11	18. 22 C.	25. 22	28. 24	16. 20	15. 24
29. 25	20. 16	18. 25	6. 9	32. 28	28. 19
11. 15	22. 26	2. 6	32. 27	20. 27	10. 15 C.
19. 10	16. 11	2. 18	Drawn.	31. 24	19. 10
17. 22	26. 31	1. 10	H.	8. 11	6. 15
25. 18	11. 4	19. 16	11. 16	24. 20	17. 10
5. 9	31. 26	12. 19	26. 22	W. wins.	7. 14
14. 5	W. wins.	W. wins.	17. 26	M.	31. 28 27
7. 32	C.	F.	31. 22	27. 24	3. 7 A.B.
24. 19	17. 22	13. 17	16. 20	11. 15	23. 18
13. 17	15. 10	28. 24	32. 27	24. 20	14. 23
Drawn.	22. 26	11. 16	8. 11	15. 24	27. 18
A.	19. 15	26. 23	7. 10	28. 19	15. 19
6. 10	W. wins.	16. 20	14. 7	8. 11	30. 26
15. 6					19. 24
					29. 25

1. 6	15. 18	E.	15. 22	10. 17	9. 6
21. 17	W. wins.	1. 5	23. 19	25. 21	2. 9
7. 10		32. 27	14. 18	17. 22	11. 7
17. 14	B.	11. 15	17. 14	23. 19	10. 14
10. 17	15. 18	20. 16	10. 17	22. 26	7. 2
25. 21	22. 15	15. 24	21. 14	21. 17	3. 7
12. 16	11. 18	27. 20	1. 6	1. 6	2. 18
21. 14	29. 25	12. 19	19. 15	18. 14	14. 30
8. 12	1. 6	23. 16	18. 23	6. 10	21. 17
14. 9	30. 26	8. 12 F.	30. 25	14. 9	9. 13
6. 10	3. 7	16. 11	23. 26	8. 12	14. 14
9. 6	23. 19	7. 16	25. 18	9. 6	13. 17
10. 15	13. 17	20. 11	26. 30	Drawn.	14. 10
18. 14	27. 23	W. wins.	Drawn.	I.	17. 22
15. 19	W. wins.			4. 8	Drawn.
6. 2		F.	G.	30. 25	L.
19. 23	C.	8. 11	5. 9	8. 11 K.	11. 15
26. 19	6. 9	26. 23	23. 19	22. 18	19. 16
16. 23	30. 26	11. 15	11. 15	13. 22	12. 19
22. 18	11. 15 E.	16. 11	19. 16	18. 9	23. 16
24. 27	32. 28	7. 16	15. 19	5. 14	1. 5
14. 10	15. 24	20. 11	16. 11	25. 29	16. 11
27. 31	28. 19	W. wins.	3. 8	1. 5 L.	7. 16
10. 7	8. 11		11. 7	26. 22	20. 11
31. 26	19. 16	Var.	8. 11	5. 14	5. 14
7. 3	12. 19	9. 13	7. 2	22. 18	26. 23
26. 22	23. 16	25. 22	1. 6	14. 17	15. 18
18. 14	1. 6 D.	6. 9	22. 18	21. 14	29. 25
11. 15	26. 23	27. 23	13. 22	10. 17	18. 27
3. 7	11. 15	9. 14	2. 7	19. 15	31. 24
Drawn.	22. 18	24. 20	14. 23	Drawn.	14. 18
	15. 22	15. 24	7. 5		21. 17
A.	16. 11	28. 19	W. wins.	K.	18. 23
1. 6	7. 16	11. 15		7. 11	24. 19
22. 17	20. 11	32. 28	H.	22. 18	23. 26
18. 22	W. wins.	15. 24	4. 8	13. 22	25. 21
30. 26		28. 19	22. 18	18. 9	26. 31
22. 31	D.	7. 11 I.	13. 22	5. 14	17. 14
32. 28	11. 15	19. 16	18. 9	25. 9	10. 17
31. 24	16. 11	12. 19	5. 14	11. 15	21. 14
28. 1	7. 16	23. 7	30. 25	19. 16	Drawn.
11. 15	20. 11	2. 11	22. 26	12. 19	
1. 6	15. 19	26. 23	31. 22	23. 16	
8. 11	11. 7	11. 15 G. H.	3. 7	8. 12	GAME 57.
29. 25	19. 24	20. 16	22. 18	16. 11	22. 17
12. 16	7. 2	3. 7	14. 17	1. 5	11. 15
6. 10	W. wins.	22. 18	21. 14		23. 19

8. 11	GAME 58.	25. 22	A.	28. 19	3. 10
25. 22	11. 16	3. 7	24. 19	23. 26	24. 6
4. 8	22. 18	28. 24	7. 10	19. 15 A.	21. 17
29. 25	10. 14	1. 5	19. 16	11. 18	6. 10
9. 13	25. 22	23. 19	10. 19	22. 15	25. 21
17. 14	8. 11	14. 18	25. 22	26. 30	10. 6
10. 17	29. 25	Drawn.	2. 7	32. 28	29. 25
19. 10	4. 8		22. 18	13. 17	B. wins.
7. 14	24. 20	GAME 59.	7. 10	21. 14	
22. 18	16. 19	11. 16	18. 15	9. 18	B.
14. 23	23. 16	22. 18	3. 7	25. 21	1. 5
21. 14	14. 23	10. 14	27. 24	30. 26	30. 25
11. 16	27. 18	25. 22	20. 27	28. 24 D.	5. 9
27. 18	12. 19	8. 11	31. 24	26. 23	32. 27
3. 7	32. 27	29. 25	14. 17	15. 10	2. 6
24. 20	9. 14	4. 8	Drawn.	8. 11	22. 18
16. 19	18. 9	18. 15		10. 6	15. 22 C.
32. 27	5. 14	11. 18	GAME 60.	18. 22	25. 18
6. 10	22. 17 A.	22. 15	11. 15	21. 17 E.	13. 22
25. 21	19. 23	16. 20	22. 17	23. 18	24. 20
10. 17	26. 19	26. 22 A.	8. 11	6. 1	12. 16
21. 14	8. 12	14. 18	23. 19	11. 16	19. 12
1. 6	17. 10	23. 14	4. 8	24. 20	W. wins.
27. 24	6. 24	9. 18	25. 22	16. 19	
19. 23	28. 19	24. 19	9. 13	1. 6	C.
26. 19	11. 16	7. 11	27. 23	18. 15	13. 22
6. 10	20. 11	27. 24	6. 9	17. 14	24. 20
30. 26	7. 32	20. 27	23. 18	19. 23	15. 24
10. 17	B. wins.	32. 14	9. 14	6. 1	28. 19
26. 22		11. 18	18. 9	15. 11	12. 16
17. 26	A.	22. 15	5. 14	1. 6	19. 12
31. 22	27. 23	6. 10	26. 23	23. 26	W. wins.
2. 6	8. 12	14. 7	2. 6 B.	6. 1	
18. 15	23. 16	2. 18	30. 25	26. 30	D.
7. 10	12. 19	28. 24	6. 9	1. 6	21. 17
20. 16	31. 27	3. 7	31. 27	30. 26	26. 23
10. 14	6. 10	21. 17	1. 5	B. wins.	15. 10
15. 11	27. 23	7. 10	23. 18		8. 11
8. 15	3. 8	17. 14	14. 23	A.	10. 6
19. 1	23. 16	10. 17	27. 18	32. 28	18. 22
12. 19	8. 12	25. 22	12. 16†	26. 31	6. 1
24. 15	26. 23	18. 25	19. 12	28. 24	23. 18
14. 18	12. 36	30. 14	10. 14	31. 27	1. 6
1. 6	30. 23	8. 11	17. 10	24. 20	18. 15
Drawn.	10. 15	Drawn.	7. 23	3. 7	17. 14
	22. 17		24. 19	12. 3	11. 16
	7. 10		15. 24	27. 24	6. 9

16. 19	27. 24	17. 14	26. 10	13. 17	4. 8
9. 13	8. 12	10. 26	17. 26	6. 2	25. 22
19. 23	24. 19	Drawn.	30. 23	8. 11	9. 13
13. 9	5. 9 B.		13. 17	2. 6	17. 14
23. 26	19. 15	B.	23. 19	11. 15	10. 17
9. 6	10. 19	3. 8	17. 22	6. 10	19. 10
26. 30	23. 18	32. 27	25. 21	15. 19	7. 14
14. 10	14. 23	5. 9 C.	22. 26	Drawn.	29. 25
5. 9	21. 5	22. 18	21. 17		2. 7
B. wins.	7. 10	17. 22	9. 13	G.	27. 23
E.	25. 21	26. 17	17. 14	3. 7	11. 16 B.
24. 20	10. 15	13. 29	26. 30	25. 21	22. 18
23. 18	28. 24	18. 15	19. 15	1. 6	6. 10
6. 1	19. 28	11. 18	30. 26	21. 14	18. 9
5. 9	26. 10	20. 2	15. 8	13. 17	5. 14
1. 5	16. 19	8. 11	26. 22	22. 13	24. 20
18. 14	21. 17	21. 17	14. 9	15. 31	16. 19 C.
21. 17	Drawn.	14. 21	22. 6	30. 25	23. 16
14. 21	A.	23. 7	9. 2	31. 24	12. 19
5. 14	11. 16	11. 16	Drawn.	28. 19	32. 27
22. 26	31. 27	Drawn.	E.	5. 9	1. 6
14. 18	16. 20	C.	15. 19	Drawn.	27. 23
26. 31	23. 18	11. 15	25. 21	H.	8. 12
18. 23	14. 23	20. 4	1. 6	17. 21	23. 16
11. 15	21. 14	15. 31	21. 14	20. 16	12. 19
B. wins.	6. 9	4. 8	6. 10	12. 19	31. 27
GAME 61.	27. 18	1. 6	14. 7	27. 23	14. 18 A.
22. 17	20. 27	8. 3	3. 10	19. 24	21. 14
11. 15	32. 23	Drawn.	30. 25	28. 10	10. 17
23. 19	4. 8		Drawn.	11. 16	25. 22
8. 11	23. 19	D.		23. 19	18. 25
25. 22	8. 11	10. 15	F.	16. 23	Drawn.
9. 13	28. 24	23. 18	15. 18	26. 19	A.
17. 14	11. 16	14. 23	26. 19	8. 12	10. 15
10. 17	24. 20	21. 14	1. 6	18. 14	25. 22
19. 10	16. 23	7. 10 F.	22. 15	3. 8	6. 10
7. 14	26. 19	27. 18	11. 18	10. 7	27. 23
29. 25	1. 6	10. 17	27. 24	8. 11	19. 24
2. 7	25. 21	32. 27	13. 17	19. 15	28. 19
27. 23	6. 10	12. 16 G. H.	32. 27	W. wins.	15. 24
6. 10 A.	21. 17	27. 23	17. 21		20. 16
31. 27	7. 11	8. 12 E.	19. 15	GAME 62.	10. 15
4. 8	14. 7	28. 24	6. 9	11. 15	16. 12
24. 20	3. 10	5. 9	15. 10	22. 17	7. 10
12. 16 D.	19. 16	23. 19	9. 13	8. 11	23. 18
	12. 19	16. 23	10. 6	23. 19	14. 23

21. 7	11. 15	22. 18	8. 11	19. 16	31. 27
3. 10	30. 26	8. 11	23. 19	12. 19	W. wins.
26. 19	7. 11	18. 9	4. 8	24. 8	
24. 27	26. 23	5. 14	25. 22	10. 14	D.
12. 8	15. 18	24. 20	9. 13	Drawn.	5. 9
15. 24	31. 26	11. 15	17. 14		14. 5
22. 18	18. 27	20. 11	10. 17	B.	7. 14
27. 31	32. 23	7. 16	19. 10	12. 16	25. 22
8. 3	11. 15	25. 22	7. 14	28. 24	3. 7
31. 27	25. 22	16. 19	29. 25	10. 15 C.	31. 27
3. 7	W. wins.	23. 16	2. 7	23. 18	14. 17
27. 23		12. 19	27. 23	14. 23	27. 18
7. 14	GAME 63.	27. 23	6. 10	26. 12	19. 24
13. 17	11. 15	1. 6	24. 20	17. 26	18. 14
14. 21	22. 17	23. 16	11. 15 B.	30. 23	W. wins.
23. 14	8. 11	14. 18	28. 24	5. 9	
Drawn.	23. 19	21. 7	8. 11	32. 28	E.
	4. 8	18. 25	31. 27 E.	1. 5	32. 28
B.	25. 22	30. 21	12. 16	24. 19	5. 9 F.
11. 15	9. 13	2. 20	23. 18	15. 24	24. 19
31. 27	17. 14	Drawn.	14. 23	28. 19	15. 24
8. 11	10. 17		26. 12	13. 17	28. 19
24. 20	19. 10	B.	17. 26	21. 14	1. 5 G.
15. 19	7. 14	6. 10	30. 23	9. 27	19. 16
23. 16	29. 25	24. 20	5. 9 A.	31. 24	12. 19
12. 19	3. 7	1. 6	25. 22	Drawn.	23. 16
27. 23	27. 23	28. 24	1. 5		10. 15
3. 8	11. 16 B.	6. 9	21. 17	C.	31. 27
23. 16	31. 27	24. 19	9. 14	8. 12	15. 18
8. 12	8. 11 A.	2. 6	20. 16	24. 19	22. 8
32. 27	22. 18	32. 28	14. 21	10. 15	3. 19
12. 19	16. 20	14. 18	23. 18	19. 10	26. 22
27. 23	18. 9	22. 15	11. 20	16. 19	17. 26
11. 15	5. 14	11. 27	Drawn.	23. 16	30. 16
23. 16	23. 19	31. 24		12. 19	7. 10
15. 19	11. 16	10. 14	A.	22. 18	16. 11
16. 11	19. 15	25. 22	13. 17	22. 23	10. 15
7. 16	7. 10	7. 11	21. 14	21. 14	27. 24
Drawn.	25. 22	30. 25	10. 17	13. 17 D.	15. 18
	10. 19	14. 18	32. 28	25. 21	11. 7
C.	24. 15	22. 15	17. 22	11. 15	13. 17
8. 11	14. 18	11. 18	25. 18	20. 16	7. 2
28. 24	21. 14	Drawn.	15. 22	5. 9	9. 13
10. 15	Drawn.		12. 8	14. 5	2. 6
23. 19		GAME 64.	3. 12	7. 14	17. 22
16. 23	A.	11. 15	23. 19	16. 11	6. 9
26. 10	6. 10	22. 17	7. 10	15. 18	22. 29

24. 19	8. 11	11. 18	18. 9	22. 17	D.
29. 25	22. 18	23. 5	5. 14	9. 14	8. 11
19. 15	24. 28	4. 8	23. 19	24. 20	17. 14
25. 22	30. 26	22. 18	6. 9 C.	15. 24	10. 17
15. 10	28. 32	7. 11	25. 22	28. 19	21. 14
22. 26	21. 17	25. 22	9. 13	11. 15	4. 8
20. 16	13. 22	11. 16	22. 17	W. wins.	24. 19
26. 23	26. 17	18. 15	13. 22		15. 21
16. 12	32. 28	16. 23	26. 17	C.	28. 19
23. 19	17. 14	26. 19	8. 11	8. 11	11. 16
10. 7	10. 17	3. 7	29. 25	25. 22	26. 23
19. 15	19. 15	22. 17	14. 18	3. 8	16. 20
7. 2	28. 24	7. 11	27. 23	22. 17	32. 27
15. 10	15. 8	31. 26	18. 27	11. 16	8. 11
12. 8	24. 19	11. 18	32. 23	26. 22	29. 25
13. 17	18. 14	27. 24	11. 16 A.	16. 23	Drawn.
8. 3	19. 15	20. 27	24. 20	27. 9	
17. 22	8. 3	32. 7	15. 24	6. 13	GAME 67.
2. 7	7. 11	2. 11	20. 11	30. 26	22. 18
22. 25 28. 25	3. 8	17. 14	7. 16	12. 16 D.	9. 13
9. 13	17. 22	11. 16	28. 19	32. 27	25. 22
18. 23	14. 10	28. 24	10. 15	16. 20	5. 9 A.
13. 9	15. 6	16. 23	19. 10	24. 19	29. 25
Drawn.	8. 15	26. 19	2. 6	15. 24	10. 15
	22. 25	Drawn.	Drawn.	28. 19	21. 17
F.	31. 27			8. 11	7. 10
14. 18	25. 30	A.	A.	17. 14	25. 21
23. 14	27. 24	1. 5	2. 6	10. 17	1. 5
1. 6	30. 26	18. 15	30. 26	21. 14	23. 19
24. 19	24. 19	8. 11	6. 9 B.	4. 8	9. 14
15. 24	26. 30	15. 8	26. 22	29. 25	13. 9
28. 19	19. 16	4. 11	9. 14	8. 12	5. 14
11. 15	Drawn.	22. 18	31. 26	26. 23	26. 23
20. 16		9. 13	4. 8	1. 6	6. 9 B.
15. 24	GAME 65.	18. 9	17. 13	14. 9	30. 26
16. 11	9. 14	5. 14	1. 6	6. 10	11. 16 C.D.
Drawn.	22. 18	25. 22	24. 20	22. 18	24. 20
	5. 9	11. 15	15. 24	11. 15	15. 24
G.	25. 22	22. 17	28. 19	18. 11	28. 19
3. 8	11. 16	15. 24	Drawn.	7. 16	3. 7 E.
23. 18	29. 25	28. 19		25. 22	20. 11
14. 23	16. 20	Drawn.	B.	10. 14	8. 24
21. 5	24. 19		4. 8	19. 15	27. 20
11. 15	8. 11 A.	GAME 66.	25. 22	16. 19	12. 16 F.
25. 21	21. 17	9. 14	6. 9	23. 16	20. 11
15. 24	14. 21	22. 18	17. 13	12. 19	7. 16
26. 19	18. 15	11. 15	1. 6	Drawn.	32. 28

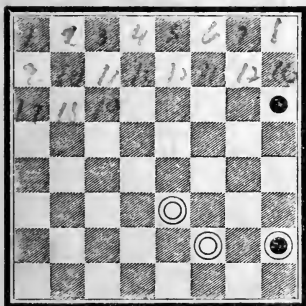
4. 8	24. 15	15. 24	18. 9	8. 15	14. 18
28. 24	11. 18	27. 20	5. 14 B.	16. 11	23. 14
16. 20	22. 15	12. 19	25. 22	14. 18	16. 32
24. 19	9. 18	23. 16	11. 15	Drawn.	14. 10
8. 11	15. 10	Drawn.	23. 19		7. 14
19. 16	5. 9		8. 11	A.	6. 1
20. 24	10. 7	E.	22. 17	32. 28	14. 17
16. 7	8. 12	8. 11	3. 8 D.	16. 19	13. 6
2. 11	7. 3	27. 24	29. 25	23. 16	2. 9
22. 18	4. 8	3. 7	11. 16	14. 18	21. 14
13. 22	26. 22	32. 28	17. 13	28. 19	9. 18
26. 17	18. 23	4. 8	16. 23	18. 25	Drawn.
10. 15	21. 17	22. 18	27. 9	17. 14	
Drawn.	23. 27	13. 22	1. 5	15. 24	C.
	17. 14	26. 17	25. 22	14. 7	30. 26
B.	9. 18	9. 13	5. 14	24. 27	16. 20
15. 18	22. 15	18. 9	22. 17	31. 24	18. 15
22. 15	27. 31	13. 22	12. 16 E.	4. 8	2. 6
13. 22	3. 7	21. 17	26. 23	Drawn.	15. 11
30. 26	1. 6	22. 25	16. 20		7. 16
11. 18	7. 2	17. 13	24. 19 F.	B.	22. 18
Drawn.	6. 9	10. 14	15. 24	6. 13	10. 15
	2. 7	9. 6	28. 19	25. 22	18. 11
A.	13. 17	W. wins.	7. 11	11. 15	14. 18
11. 16	7. 11		30. 25 G.	23. 18	23. 5
29. 25	9. 14	F.	20. 24	5. 9	16. 30
16. 19	11. 4	7. 11	25. 22	18. 11	11. 7
23. 16	17. 21	23. 19	11. 15	8. 15	Drawn.
12. 19	25. 22	4. 8 G.	19. 16	26. 23	
24. 15	14. 18	32. 28	8. 12	4. 8	D.
10. 19	22. 17	11. 15	16. 11	23. 18	6. 9
27. 24	W. wins.	28. 24	12. 16	8. 11	17. 13
7. 10		14. 18	11. 7 A.	27. 23	1. 5
24. 15	C.	Drawn.	2. 11	10. 14	13. 6
10. 19	2. 6		32. 28	24. 19	2. 9
31. 27	24. 19	G.	24. 27	15. 24	29. 25
2. 7	15. 24	11. 15	31. 24	28. 19	4. 8
27. 24	28. 19	32. 28	16. 20	7. 10	27. 23
7. 10	Drawn.	15. 24	24. 19	32. 27	14. 17
24. 15		28. 19	15. 24	3. 7	21. 14
10. 19	D.	4. 8	28. 19	29. 25	9. 27
32. 27	3. 7	19. 15	11. 15	11. 16	32. 23
3. 7	24. 20	Drawn.	19. 16	18. 15 C.	5. 9
18. 14	15. 24		4. 8	1. 5	25. 22
7. 11	28. 19	GAME 68.	16. 11	15. 6	9. 14
27. 24	11. 15	22. 18	15. 19	13. 17	30. 25
6. 9	20. 16	9. 14	23. 16	22. 13	14. 18

23. 14	4. 8	25. 22	24. 20	22. 15	20. 4
10. 17	26. 22	8. 11	16. 19	11. 18	3. 8
22. 13	8. 12	22. 18	27. 23	29. 25	4. 11
W. wins.	27. 24	15. 22	19. 24	8. 11	7. 32
	Drawn.	19. 15	14. 9	24. 19	14. 10
E.		Drawn.	5. 14	4. 8	17. 21
7. 11	G.		18. 9	28. 24	25. 22
26. 23	19. 16	GAME 69.	24. 28	1. 6	5. 9
15. 18	8. 12	9. 13	9. 5	24. 20	10. 6
23. 19	16. 7	22. 18	7. 10	6. 10	9. 14
18. 22	2. 11	10. 15	23. 18	32. 28	6. 1
19. 15	31. 26 H.	25. 22	15. 19	10. 17	W. wins.
11. 18	11. 15	6. 10	18. 14	23. 14	
24. 19	32. 28	18. 14	10. 17	2. 6 B.	C.
6. 9	15. 18	10. 17	21. 14	27. 24	6. 10
W. wins.	23. 19	21. 14	2. 7	17. 21	22. 17
	18. 22	15. 19 A.	22. 18	25. 22	13. 22
F.	26. 23	24. 15	7. 10	6. 9 C.	26. 17
32. 27	4. 8	11. 25	14. 7	22. 18	11. 15
8. 11	19. 15	30. 21	3. 10	13. 17	31. 26
24. 19	Drawn.	8. 11	18. 15	26. 22	8. 11
15. 24		29. 25	11. 18	17. 26	26. 22
28. 19	H.	11. 15	26. 23	31. 22	3. 8
11. 15	23. 19	25. 22	18. 27	9. 13	19. 16
19. 16	4. 8	4. 8	31. 6	19. 15	12. 19
7. 11	30. 25	23. 18	Drawn.	W. wins.	22. 18
16. 7	20. 24	8. 11			15. 22
2. 11	32. 23	28. 24	A.	B.	24. 6
30. 26	11. 25	12. 16	15. 18	11. 16	W. wins.

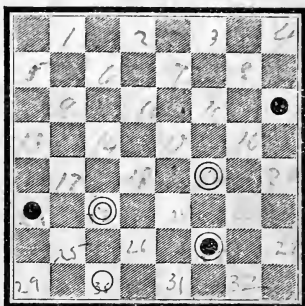
**STURGES' CELEBRATED COLLECTION OF 150 CRITICAL
POSITIONS, TO BE WON OR DRAWN BY
SCIENTIFIC PLAY.**

* * Throughout these Critical Situations the White are supposed to have occupied the lower half of the board: their men are, consequently, moving upwards.

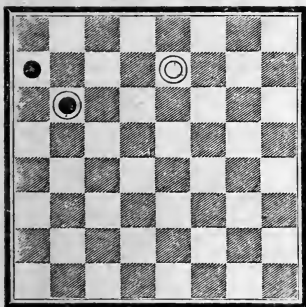
No. 1. *White to move and win **



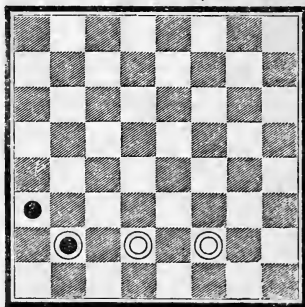
No. 2. *White to move and win.*



No. 3. *White to move and draw.†*

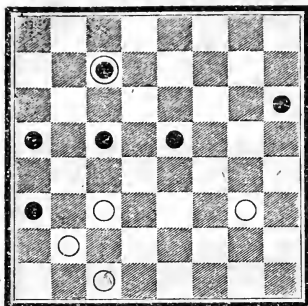
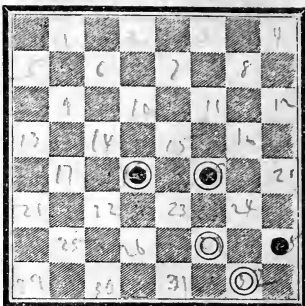
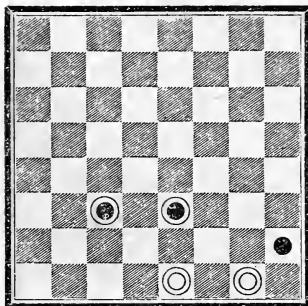
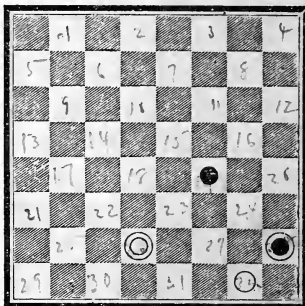
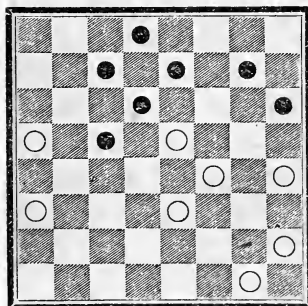
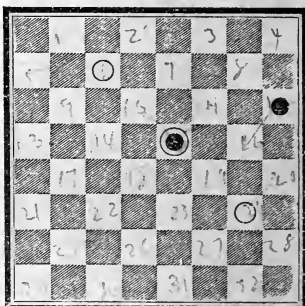


No. 4. *Either to move, W. win.*



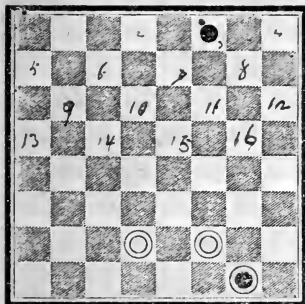
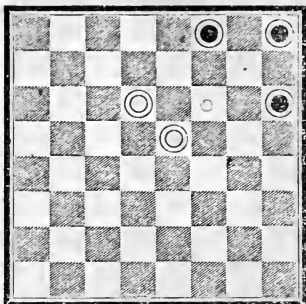
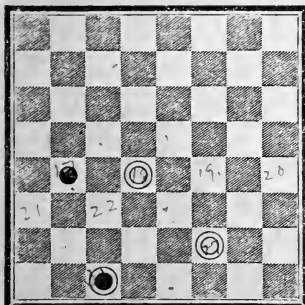
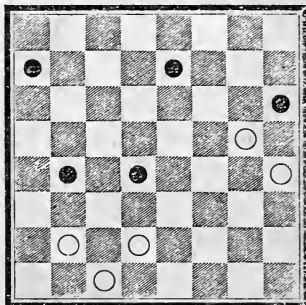
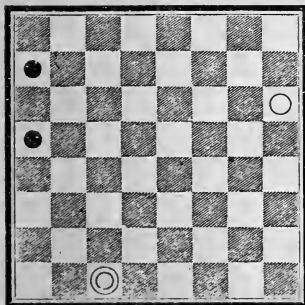
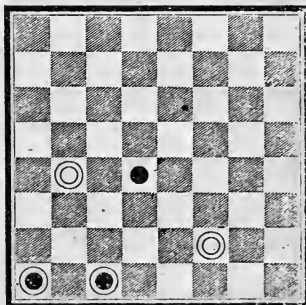
* This situation occurs in a great number of games, and ought to be well understood.

† This situation often occurs when each player has equal men on different parts of the board; Black, however, not being able to extricate those men, it becomes a draw.

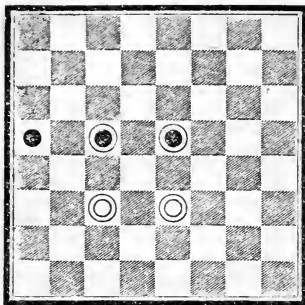
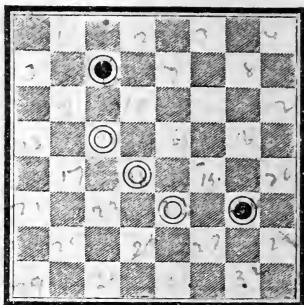
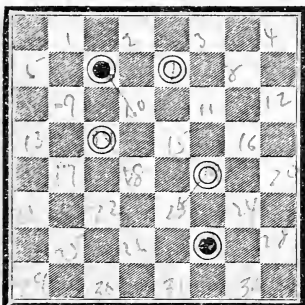
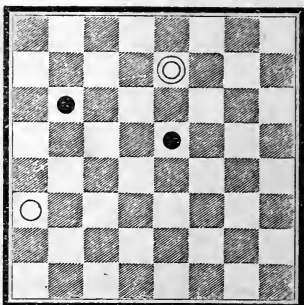
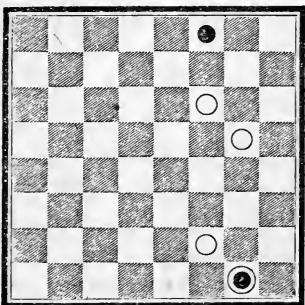
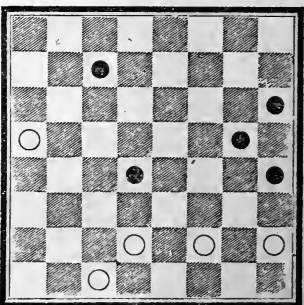
No. 5. *White to move and win.*No. 6. *White to move and draw.**No. 7. *Either to move, B. win.†*No. 8. *White to move and win.*No. 9. *White to move and win.*No. 10. *Black to move and win.*

* This situation, though apparently simple, should be noted.

† White loses through being unable to keep command of square 20.

No. 11. *White to move and win.*No. 12. *White to move and draw.*No. 13. *White to move and win.†*No. 14. *White to move and win.*No. 15. *B. to move, W. to win.**No. 16. *White to move and win.*

* Similar endings often occur.

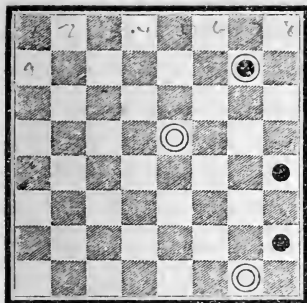
No. 17. *B. to move, W. to draw.**No. 18. *White to move and win †*No. 19. *B. to move W. to win. †*No. 20. *White to move and win.*No. 21. *White to move and win.*No. 22. *White to move and win.*

* An instructive position.

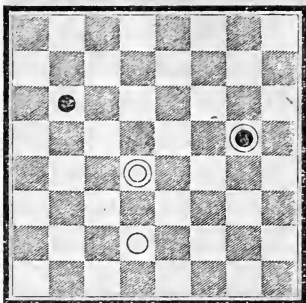
† A very neat piece of play.

† White can force the game in a few moves. Three kings win against two, whenever the Black are in the double corners, as above.

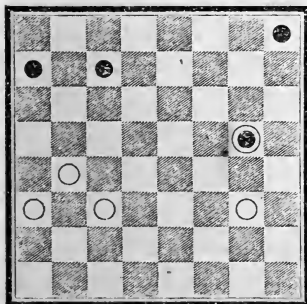
No. 23. *White to move and draw*



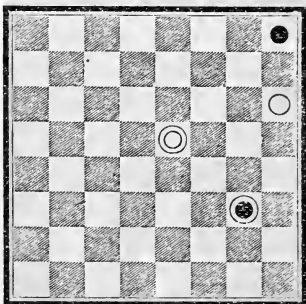
No. 24. *White to move and win.*



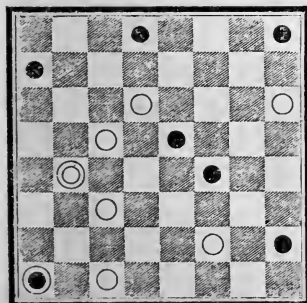
No. 25. *White to move and win.*



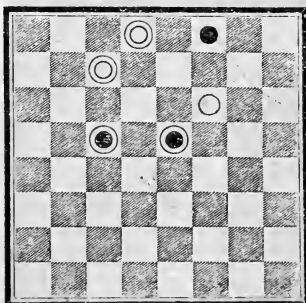
No. 26. *Black to move and draw.*

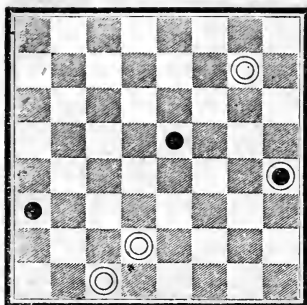
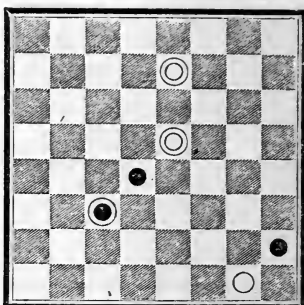
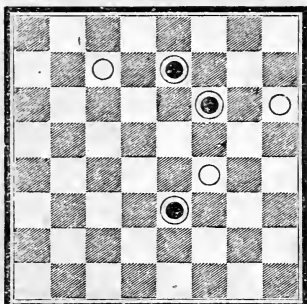
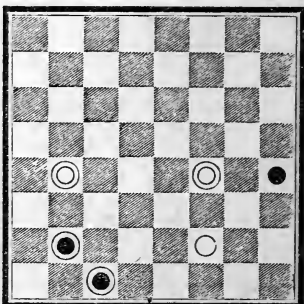
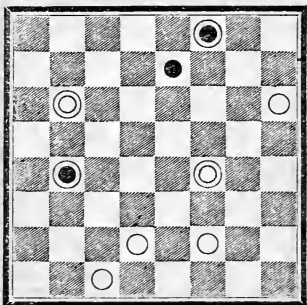
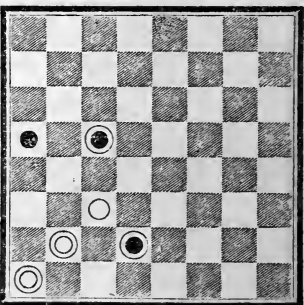


No. 27. *White to move and win.*

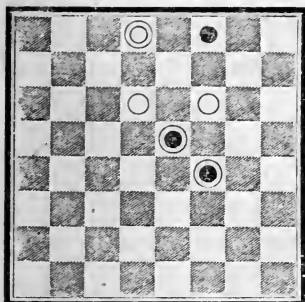


No. 28. *White to move and win.*

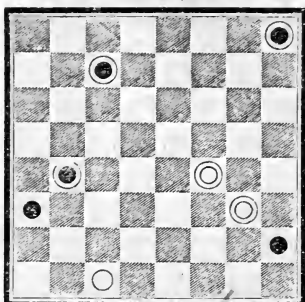


No. 29. *White to move and win.*No. 30. *White to move and win.*No. 31. *White to move and win.*No. 32. *White to move and win.*No. 33. *Black to move and win.*No. 34. *White to move and win.*

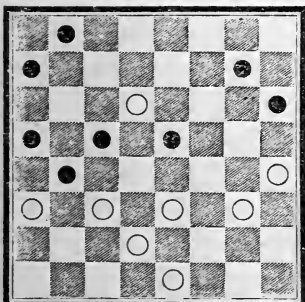
No. 35. *White to move and win.*



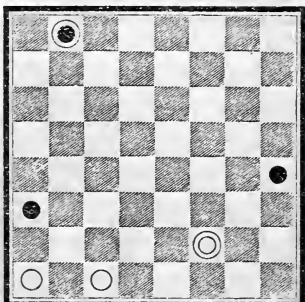
No. 36. *B. to move, W. to draw.*



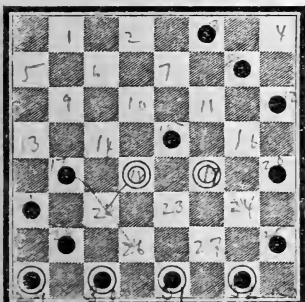
No. 37. *White to move and win.*



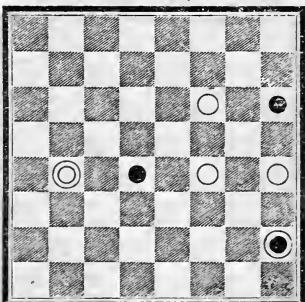
No. 38. *White to move and win.*



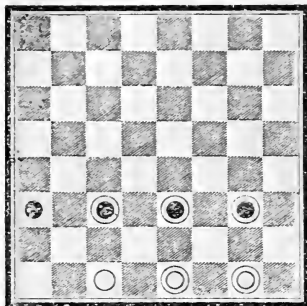
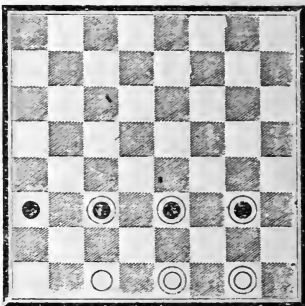
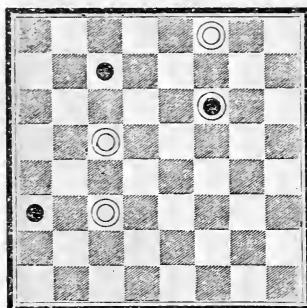
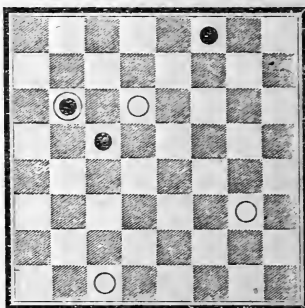
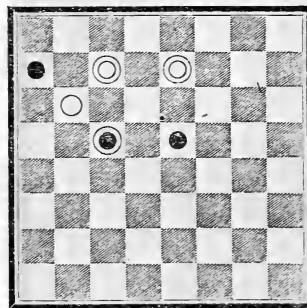
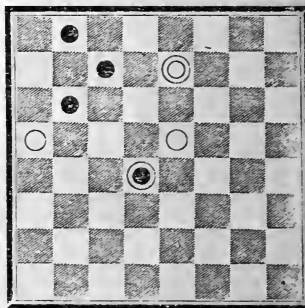
No. 39. *White to move and win **



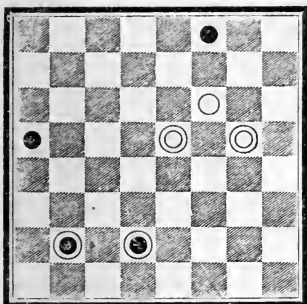
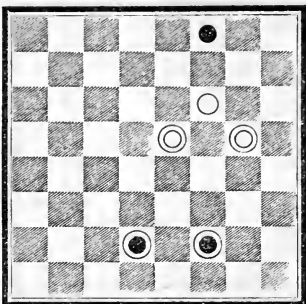
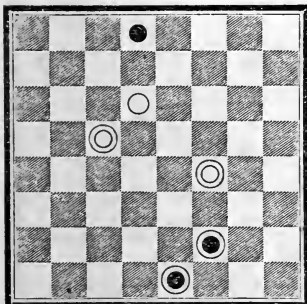
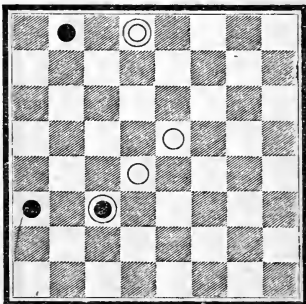
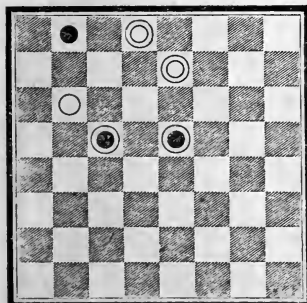
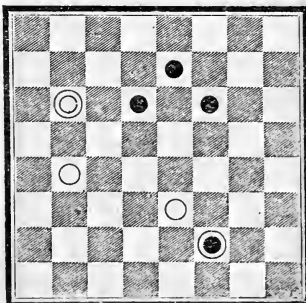
No. 40. *B. to move, W. to win.*

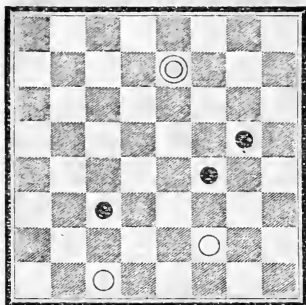
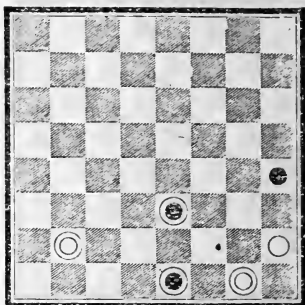
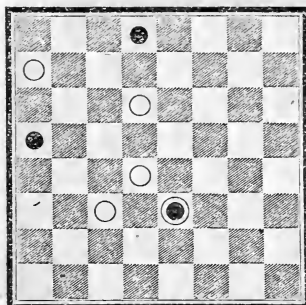
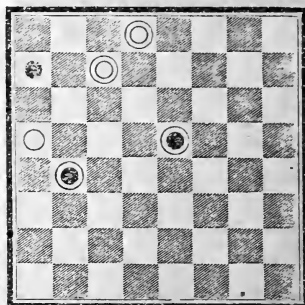
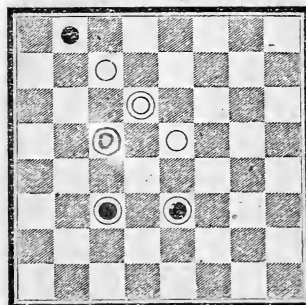
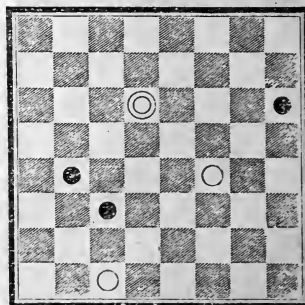


* This position, though it could never occur in play, is not the less curious.

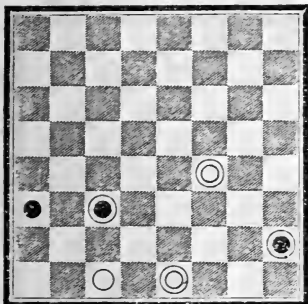
No. 41. *B. to move, W. to draw.*No. 42. *White to move, B. wins.**No. 43. *White to move and win.*No. 44. *Black to move and win*No. 45. *White to move and win.*No. 46. *White to move and win.*

* The same as No. 41, with the difference of the move.

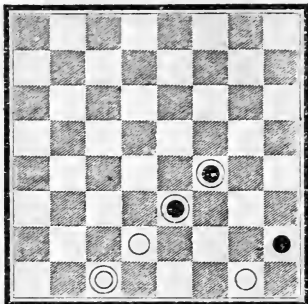
No. 47. *White to move and win.*No. 48. *White to move and win.*No. 49. *White to move and win.*No. 50. *Black to move and win.*No. 51. *White to move and win.*No. 52. *White to move and win.*

No. 53. *White to move and win.*No. 54. *White to move and win.*No. 55. *White to move and win.*No. 56. *White to move and win.*No. 57. *B. to move, W. to win.*No. 58. *White to move and win.*

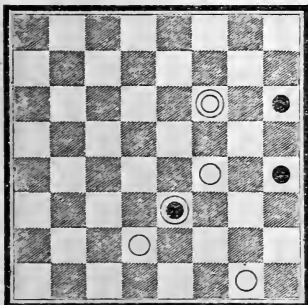
No. 59. *White to move and win*



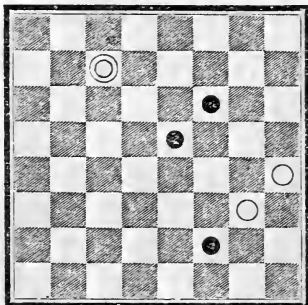
No. 60. *White to move and win.*



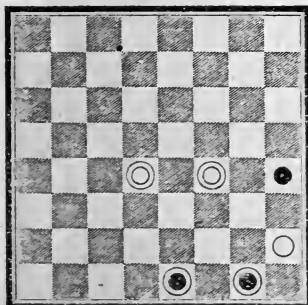
No. 61. *White to move and win.*



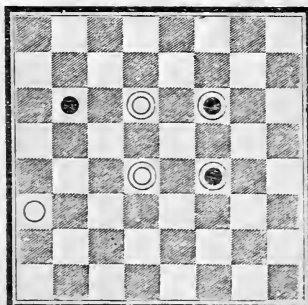
No. 62. *White to move, B. wins.*

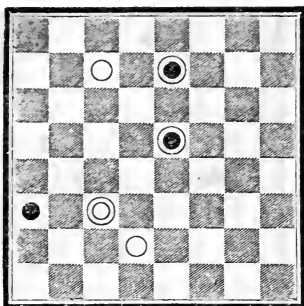
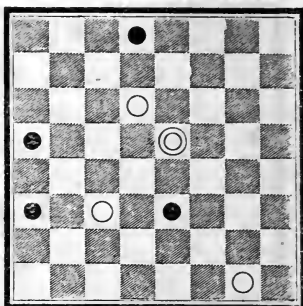
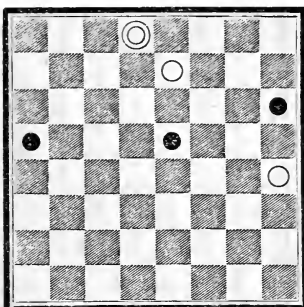
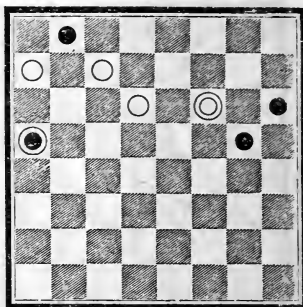
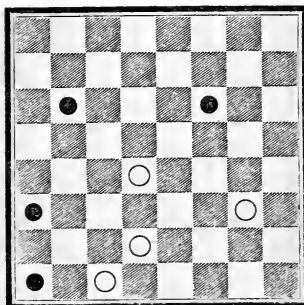
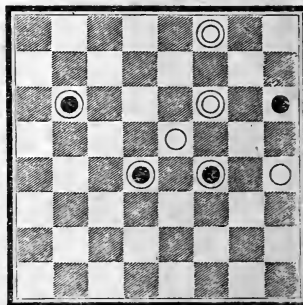


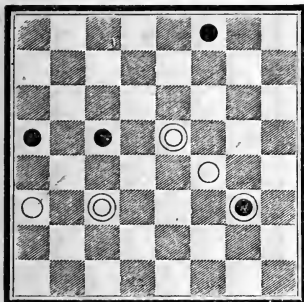
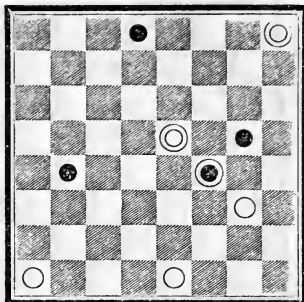
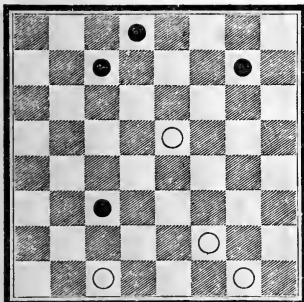
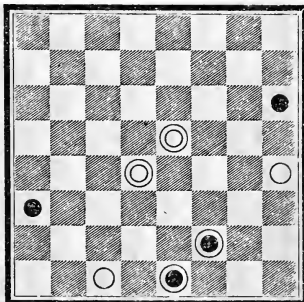
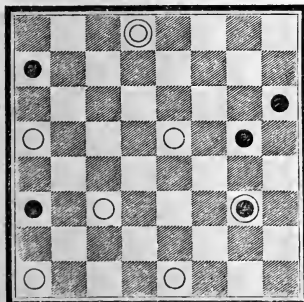
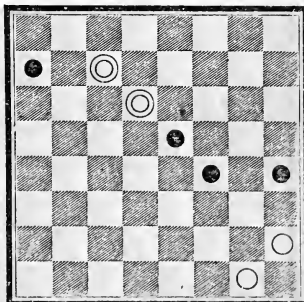
No. 63. *White to move and win.*

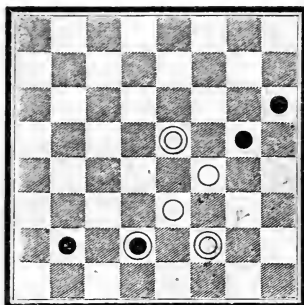
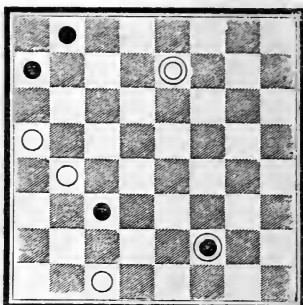
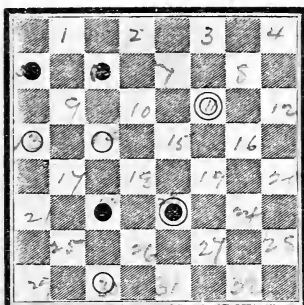
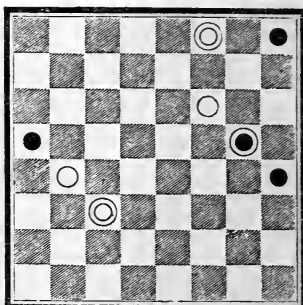
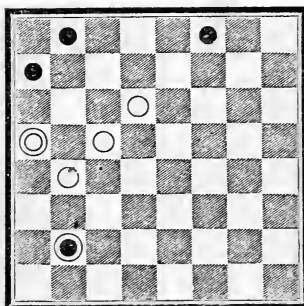
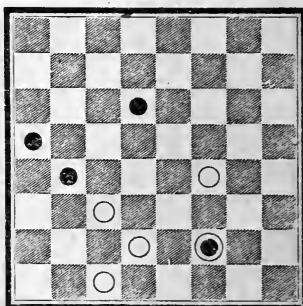


No. 64. *White to move and win.*

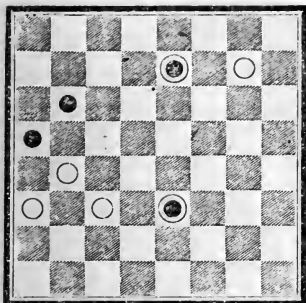


No. 65. *White to move and win.*No. 66. *White to move and win.*No. 67. *White to move and win.*No. 68. *Black to move and win.*No. 69. *White to move and win.*No. 70. *White to move and win.*

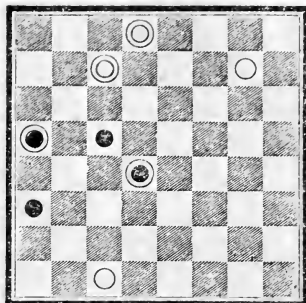
No. 71. *White to move and win.*No. 72. *White to move and win.*No. 73. *White to move and win.*No. 74. *White to move and win.*No. 75. *White to move and win.*No. 76. *White to move and win.*

No. 77. *White to move and win.*No. 78. *Black to move and win.*No. 79. *Black to move and draw.*No. 80. *White to move and win.*No. 81. *White to move and win.*No. 82. *White to move and win.*

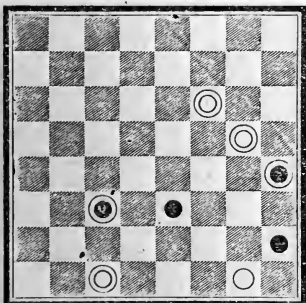
No. 83. *White to move and win.*



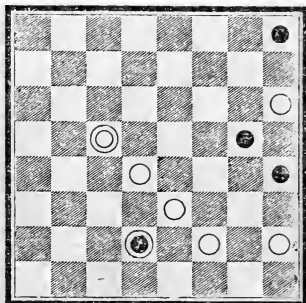
No. 84. *White to move and win.*



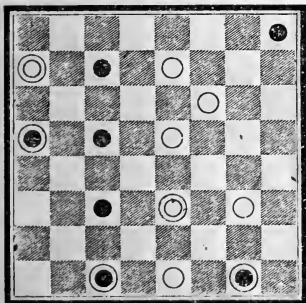
No. 85. *White to move and win.*



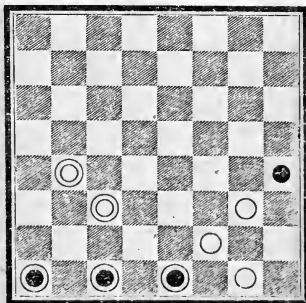
No. 86. *White to move and win.*

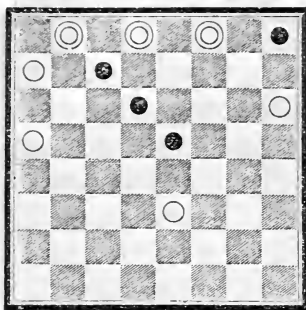
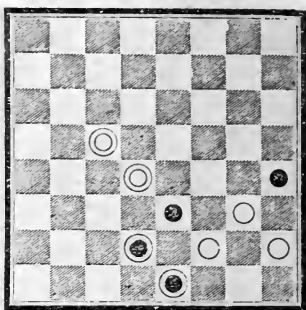
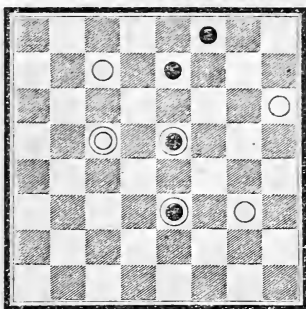
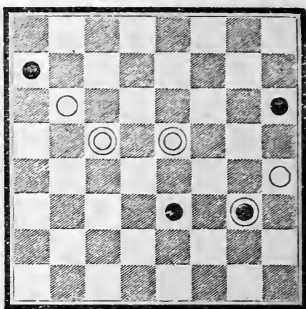
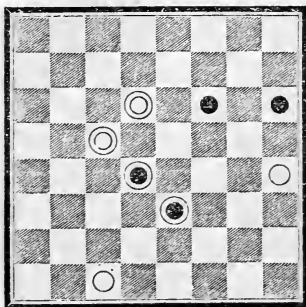
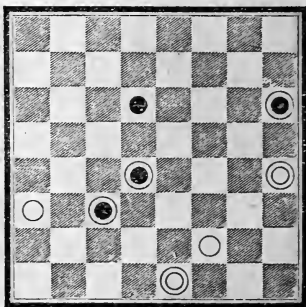


No. 87. *White to move and win.*

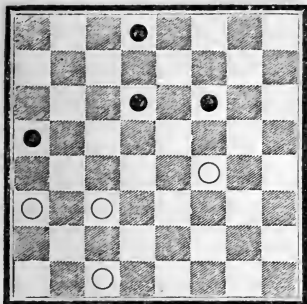


No. 88. *White to move and win.*

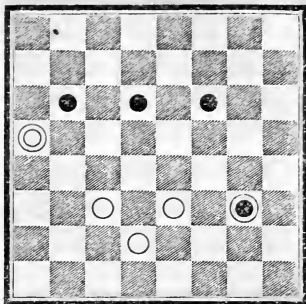


No. 89. *Black to move and win.*No. 90. *White to move and win.*No. 91. *Black to move and draw.*No. 92. *White to move and win.*No. 93. *White to move and win.*No. 94. *White to move and win.*

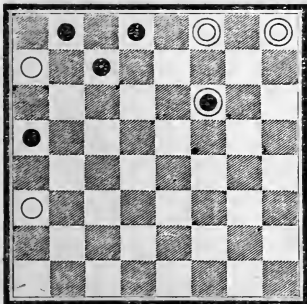
No. 95. *Black to move and win.*



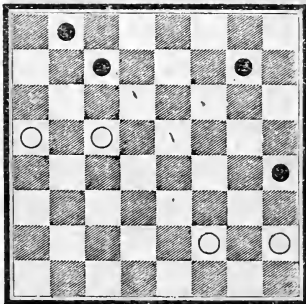
No. 96. *Black to move and win.*



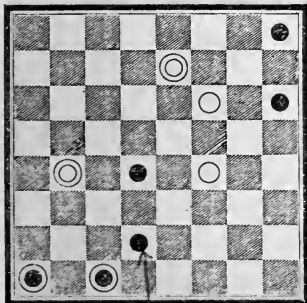
No. 97. *White to move and win.*



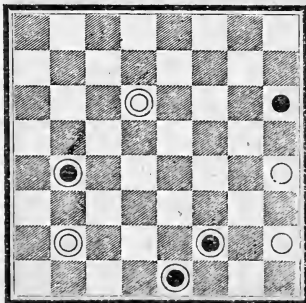
No. 98. *Black to move, W. to win.*

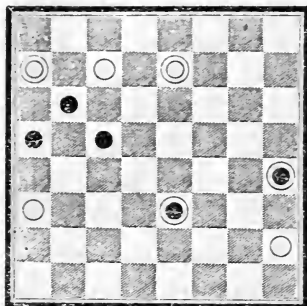
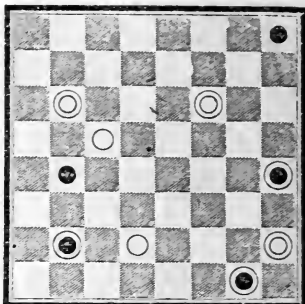
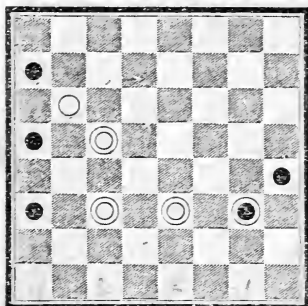
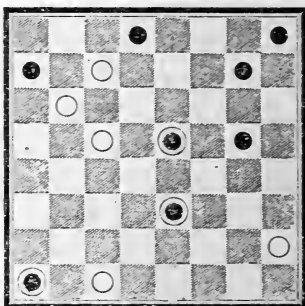
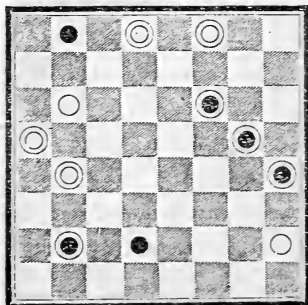
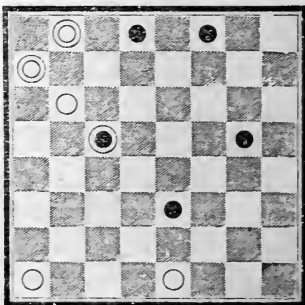


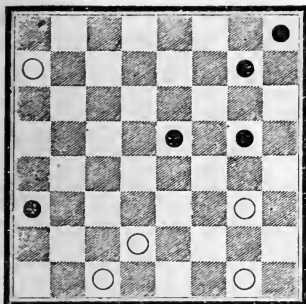
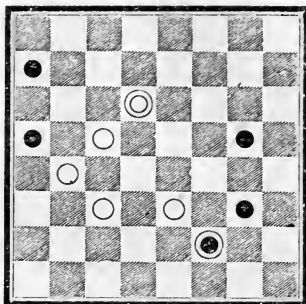
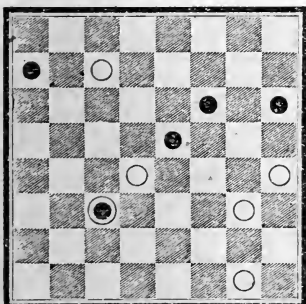
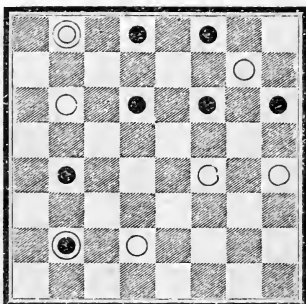
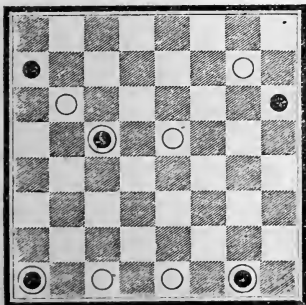
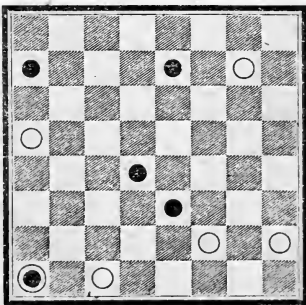
No. 99. *White to move and win.*



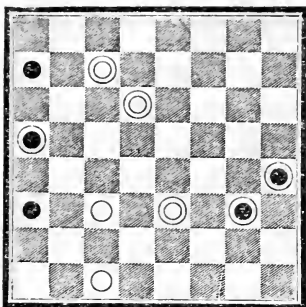
No. 100. *Black to move and win.*



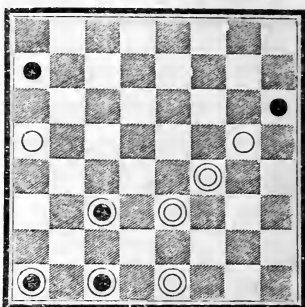
No. 101. *Black to move and win.*No. 102. *White to move and win.*No. 103. *White to move and win.*No. 104. *White to move and win.*No. 105. *White to move and win.*No. 106. *Black to move and win.*

No. 107. *White to move and win.*No. 108. *White to move and win.*No. 109. *White to move and win.*No. 110. *White to move and win.*No. 111. *White to move and win.*No. 112. *White to move and win.*

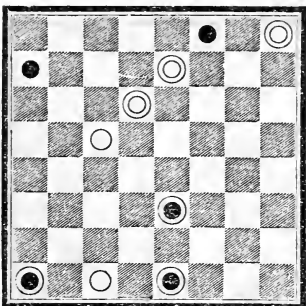
No. 113. *White to move and win.*



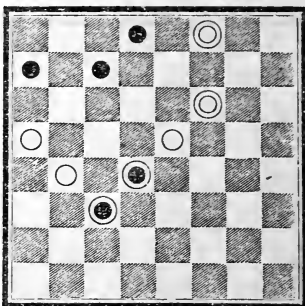
No. 114. *White to move and win.*



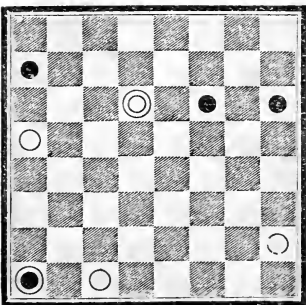
No. 115. *White to move and win.*



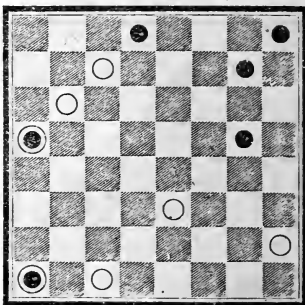
No. 116. *White to move and win.*



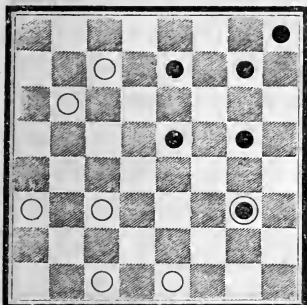
No. 117. *White to move and win.*



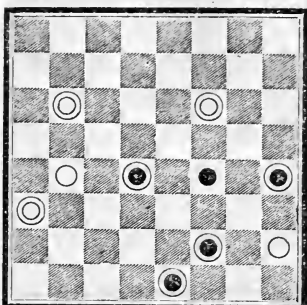
No. 118. *White to move and win.*



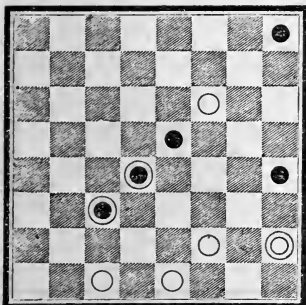
No. 119. *White to move and win.*



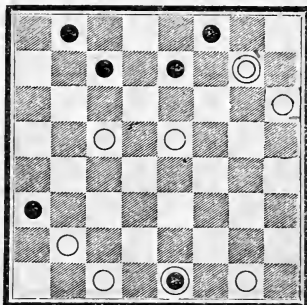
No. 120. *Black to move and win.*



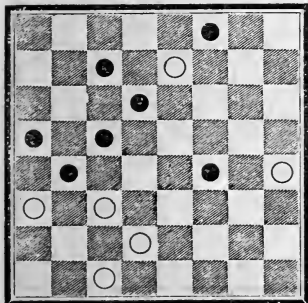
No. 121. *White to move and win.*



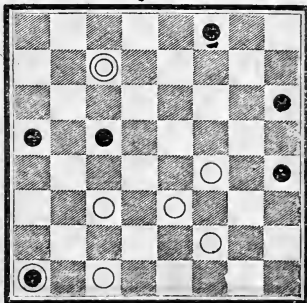
No. 122. *White to move and win.*

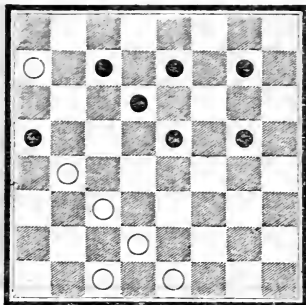
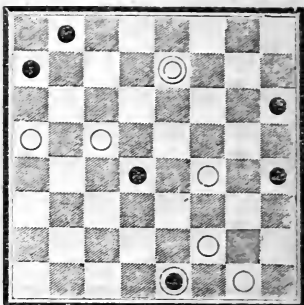
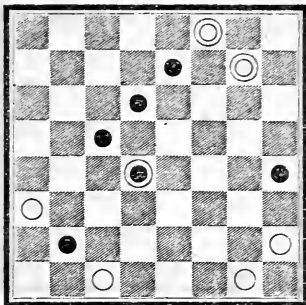
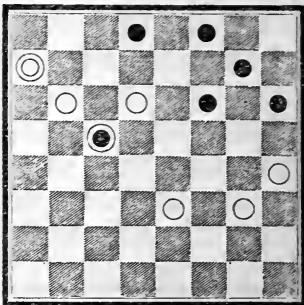
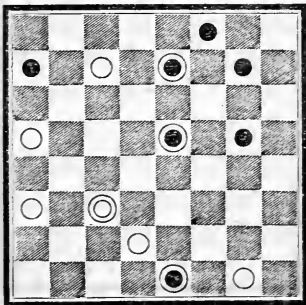
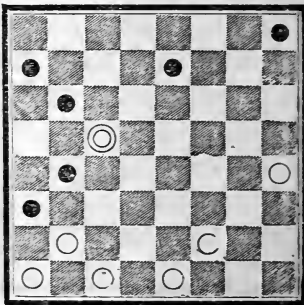


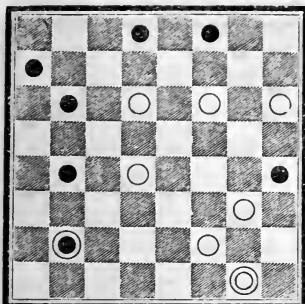
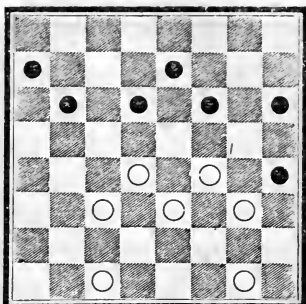
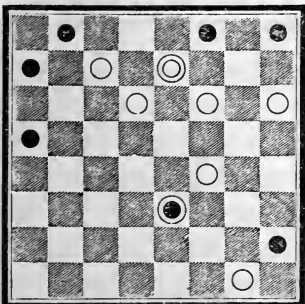
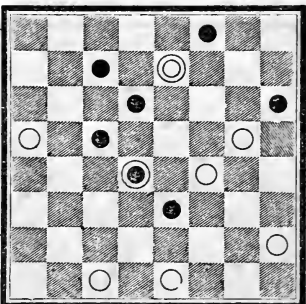
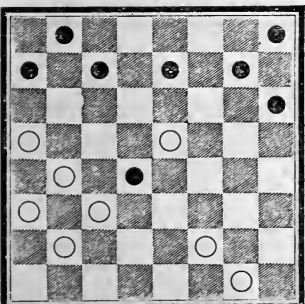
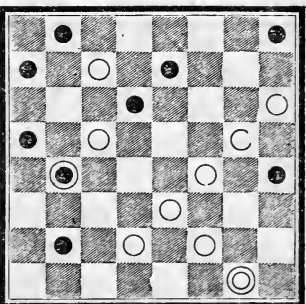
No. 123. *Black to move and win.*

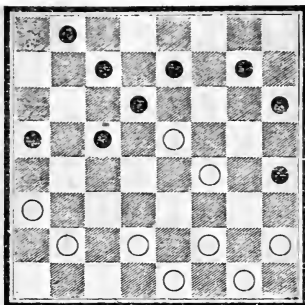
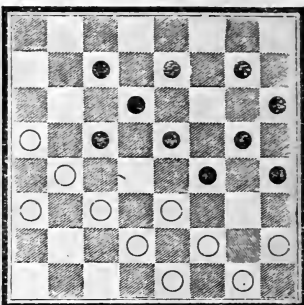
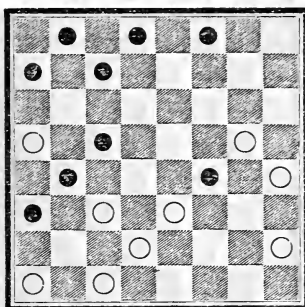
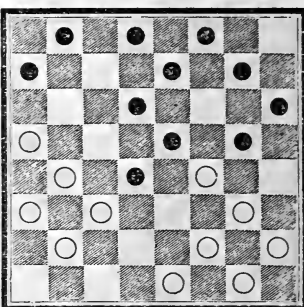
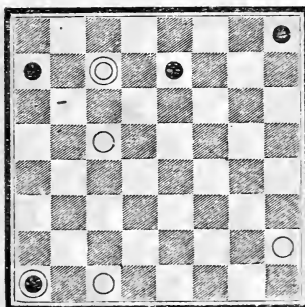
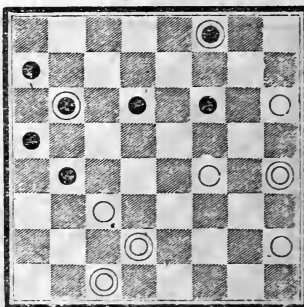


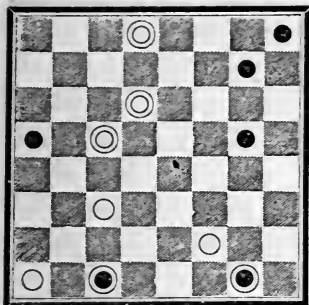
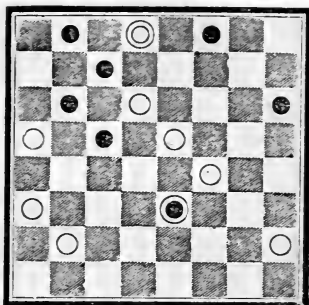
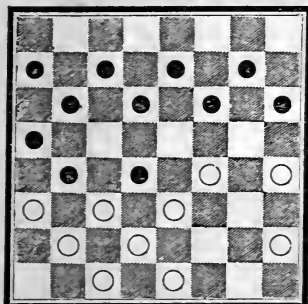
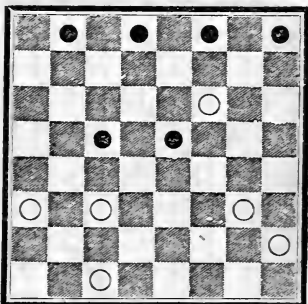
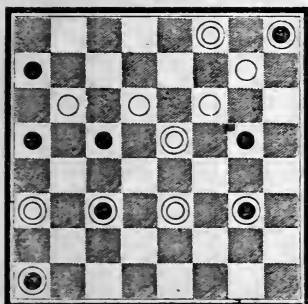
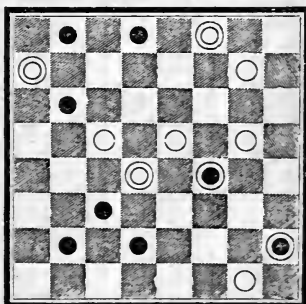
No. 124. *White to move and win.*

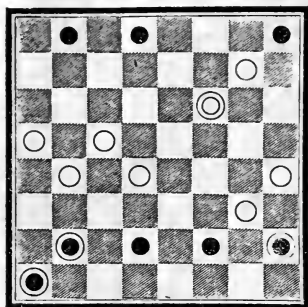
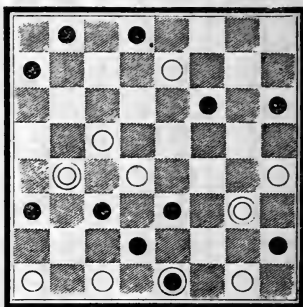


No. 125. *White to move and win.*No. 126. *White to move and win.*No. 127. *White to move and win.*No. 128. *White to move and win.*No. 129. *White to move and win.*No. 130. *White to move and win.*

No. 131. *White to move and win.*No. 132. *White to move and win.*No. 133. *White to move and win.*No. 134. *Black to move and win.*No. 135. *White to move and win.*No. 136. *White to move and win.*

No. 137. *White to move and win.*No. 138. *White to move and win.*No. 139. *Black to move and win.*No. 140. *White to move and win.*No. 141. *White to move and win.*No. 142. *White to move and win.*

No. 143. *White to move and win.*No. 144. *White to move and win.*No. 145. *White to move and win.*No. 146. *White to move and draw.*No. 147. *White to move and win.*No. 148. *White to move and win.*

No. 149. *White to move and win.*No. 150. *White to move and win.*

SOLUTIONS OF THE FOREGOING HUNDRED AND FIFTY POSITIONS.

No. 1.	15. 18	25. 22	30. 26	20. 24	No. 10.
27. 32	24. 19	31. 27	21. 30	32. 27	12. 16
28. 24	32. 28	22. 18	6. 9	15. 19	24. 20
23. 18	19. 16	27. 32		27. 20	15. 10
24. 28 A.	18. 23	18. 23	No. 6.	28. 32	20. 11
18. 15	16. 11	32. 28	27. 24		10. 1
28. 24	23. 19	23. 27	18. 15	No. 8.	11. 7
32. 28	11. 8	28. 32	24. 20	32. 27	
24. 27	28. 32	19. 23	15. 11	28. 32	No. 11.
15. 18	8. 11	32. 28	20. 24	27. 24	26. 23
12. 16	32. 27	See No. 1.	19. 23	19. 28	32. 28
28. 32	11. 8		24. 20	26. 23	27. 32
27. 24	27. 23	No. 3.			28. 24
18. 15	8. 3	7. 10	No. 7.	No. 9.	32. 28
24. 28	23. 18	9. 13	31. 27	13. 9	24. 20
15. 11	3. 8	10. 14	22. 18	6. 13	23. 19
16. 19	18. 15	13. 9	27. 24	15. 6	20. 24
32. 27		14. 10	18. 15	2. 9	19. 15
28. 32	No. 2.		24. 27	19. 15	24. 27
27. 31	30. 26	No. 4.	23. 19	7. 11	15. 18
19. 23	27. 23	27. 23	27. 24	15. 10	3. 8
11. 15	19. 15	25. 29	19. 16	11. 15	18. 15
32. 28	23. 30	23. 18	24. 20	28. 24	8. 12
15. 19	15. 19	29. 25	15. 11	8. 11	28. 32
	21. 25	26. 30	20. 24	10. 6	27. 24
A.	22. 29		16. 20	15. 18	15. 11
12. 16	30. 26	No. 5.	24. 27	24. 19	24. 28
18. 15	29. 25	24. 19	11. 15		32. 27
16. 20	26. 31	15. 24	27. 31		28. 32

27. 24	5. 9	No. 19.	26. 22	6. 2	6. 9
32. 28	12. 8	6. 10	14. 18		22. 17
24. 19	9. 13	19. 23	15. 11	No. 32.	9. 6
28. 32	26. 30			19. 23	17. 14
11. 15	17. 22	No. 20.	No. 25.	25. 29	6. 1
32. 28	8. 4	7. 10	24. 19	17. 21	14. 9
15. 18	13. 17	15. 19	16. 23		1. 5
28. 32	4. 8	21. 17	22. 18	No. 33.	9. 6
18. 23	17. 21	9. 14		3. 8	5. 1
32. 28	8. 11	10. 15	No. 26.	12. 3	6. 2
23. 27	22. 25		24. 27	17. 13	1. 5
28. 32	11. 15	No. 21.	15. 11		2. 6
19. 23	25. 29	27. 23	27. 23	No. 34.	5. 1
32. 28	15. 18	32. 27	11. 15	25. 21	6. 9
See No. 1.	29. 25	23. 18	23. 27	26. 17	1. 5
	30. 26	27. 23	15. 19	29. 25	9. 14
No. 12.		18. 15	27. 32		5. 1
15. 11	No. 16.	23. 19		No. 35.	14. 18
3. 8	17. 22	15. 10	No. 27.	10. 7	1. 5
10. 15	18. 25	19. 12	22. 18	15. 8	18. 22
8. 3	27. 23	10. 6	15. 22	2. 6	5. 9
15. 19		12. 16	17. 26		30. 26
12. 8	No. 17.		28. 32	No. 36.	9. 14
	14. 17	No. 22.	27. 24	4. 8	26. 23
No. 13.	23. 26	26. 23	19. 28	19. 23	14. 9
18. 22	15. 10	18. 22	26. 23	8. 11	23. 18
17. 26	22. 25	23. 18		24. 28	9. 5
27. 31	17. 21	16. 19	No. 28.	11. 16	18. 14
	25. 22	18. 15	11. 7	23. 27	5. 1
No. 14.	10. 14	22. 26	3. 10	6. 10	14. 9
26. 22	26. 30	30. 16	2. 7	28. 32	1. 5
12. 19	14. 17	12. 19		16. 20	22. 17
22. 15	22. 18	13. 9	No. 29.	32. 28	5. 14
19. 23		6. 13	30. 25		17. 10
20. 16	No. 18.	15. 11	21. 30	No. 37.	
23. 27	18. 15	13. 17	8. 11	10. 6	No. 39.
25. 21	6. 1			1. 10	18. 22
17. 22	14. 9	No. 23.	No. 30.	23. 19	17. 26
21. 17	24. 28	15. 19	32. 27	8. 11	19. 24
27. 32	23. 19	8. 11	28. 32	31. 27	20. 27
17. 14	1. 5	19. 23	7. 10	5. 9	
32. 27	9. 6	11. 15	32. 23	27. 23	No. 40.
15. 11	28. 32	23. 27	10. 14		28. 24
	19. 24			No. 38.	20. 16
No. 15.	5. 1	No. 24.	No. 31.	29. 25	24. 8
13. 17	24. 19	18. 15	12. 8	1. 6	17. 14
30. 26		9. 14	11. 4	25. 22	

No. 41.	3. 8	B.	2. 6	19. 24	No. 67.
24. 28	24. 20	21. 17		28. 19	2. 6
31. 27	8. 11	26. 23	No. 52.	26. 23	15. 18
23. 19	6. 1	17. 13	17. 14		6. 10
27. 31	11. 15	10. 14	10. 17	No. 60.	18. 22
19. 24	1. 6	1. 5	9. 13	32. 27	10. 14
32. 27	15. 19	23. 19		23. 32	22. 25
24. 20	20. 16	16. 12	No. 53.	26. 23	7. 2
27. 32	18. 23	19. 15	30. 26		25. 29
22. 18	26. 22	5. 1	22. 31	No. 61.	2. 7
31. 27	23. 26	15. 10	7. 11	11. 15	29. 25
	16. 11	1. 5		23. 30	7. 10
	26. 30	10. 6	No. 54.	32. 27	25. 21
No. 42.	11. 7		28. 24		10. 15
32. 28	30. 26	No. 45.	20. 27	No. 62.	13. 17
24. 20		7. 10	25. 22	6. 10	15. 19
28. 32	A.	14. 7		27. 32	17. 22
22. 18	24. 19	6. 2	No. 55.	10. 19	19. 23
31. 27	18. 23		10. 6	32. 28	
23. 19	19. 16	No. 46.	23. 14		No. 68.
27. 31	9. 14	15. 10	5. 1	No. 63.	13. 9
19. 24	10. 6		2. 9	19. 24	11. 20
32. 27	23. 27	No. 47.	1. 5	20. 27	9. 2
24. 28	6. 1	11. 7		18. 22	20. 24
27. 32	14. 10		No. 56.		12. 16
18. 22	30. 25	No. 48.	13. 9	No. 64.	24. 28
31. 27	27. 31	11. 8	5. 14	21. 17	16. 19
22. 26	25. 21		6. 10	9. 13	28. 32
30. 23	31. 26	No. 49.		10. 15	19. 24
28. 24	16. 12 B.	10. 7	No. 57.	19. 10	
	10. 14	2. 11	22. 18	18. 14	No. 69.
No. 43.	1. 5	19. 15	14. 17	13. 22	18. 14
22. 17	26. 23		18. 11	14. 16	9. 18
21. 25	5. 1	No. 50.	10. 14		26. 22
17. 13	23. 19	21. 25		No. 65.	18. 25
25. 30	1. 6	2. 7	No. 58.	22. 25	24. 19
14. 9	19. 15	25. 30	10. 15	21. 30	
6. 10	6. 2	7. 11	17. 21	6. 2	No. 70.
3. 7	15. 11	30. 26	19. 16		20. 16
11. 2	2. 6	18. 14	12. 19	No. 66.	19. 10
9. 6	3. 7	26. 23	15. 24	22. 18	11. 7
	6. 10	14. 10	22. 25	13. 17	
No. 44.	14. 18	22. 18	24. 19	10. 6	No. 71.
14. 18	10. 3			2. 9	21. 17
30. 26 A.	18. 14	No. 51.	No. 59.	18. 14	14. 21
9. 14		9. 6	30. 26		15. 18
10. 6		1. 10	22. 18		

No. 72.	No. 78.	22. 26	15. 18	6. 10	6. 2
24. 20	5. 9	11. 16		9. 6	14. 18
19. 10	13. 6	20. 11	No. 92.	10. 14	2. 7
20. 11	1. 10	32. 27	20. 16	6. 2	18. 22
10. 7	7. 14		12. 19	14. 17	13. 9
29. 25	22. 26	No. 86.	14. 18	2. 7	22. 26
7. 16		12. 8		11. 16	7. 10
31. 26	No. 79.	26. 19	No. 93.	7. 10	1. 5
17. 21	23. 18	14. 10	30. 26	17. 22	10. 14
4. 8	11. 7	4. 11	18. 9	13. 9	26. 30
	18. 9	18. 14	26. 19	22. 26	9. 6
No. 73.	7. 2		11. 15	9. 6	30. 26
15. 11		No. 87.	10. 6	26. 30 A.	6. 2
8. 15	No. 80.	23. 26		6. 2	26. 31
30. 26	22. 18	30. 23	No. 94.	30. 26	2. 7
22. 31	13. 22	24. 19	19. 16	2. 7	31. 24
32. 28		23. 16	12. 19	26. 22	28. 19
	No. 81.	31. 27	21. 17	10. 15	20. 24
No. 74.	10. 6	32. 23	22. 13	1. 6	7. 11
30. 26	1. 10	15. 10	27. 23	7. 11	24. 28
31. 22	14. 7	6. 15			11. 16
18. 25	3. 10	5. 9	No. 95.	A.	28. 32
21. 30	17. 14	13. 6	11. 15	1. 5	16. 20
20. 16		7. 3	19. 16	10. 14	32. 27
	No. 82.		10. 14	26. 30	19. 15
No. 75.	26. 23	No. 88.	16. 11	6. 2	27. 23
29. 25	17. 26	27. 23	14. 18	30. 26	15. 10
21. 30	19. 16	20. 27	30. 25	2. 6	23. 19
31. 26		17. 21	18. 23	26. 22	10. 6
30. 23	No. 83.	30. 26		6. 10	19. 15
22. 18	22. 18	21. 17	No. 96.	22. 26	6. 2
23. 14	13. 22		11. 15	10. 15	15. 11
15. 10	8. 3	No. 89.	13. 6	26. 22	2. 6
		6. 9	15. 19	14. 10	12. 16 C.
No. 76.	No. 84.	13. 6	6. 15	5. 9	14. 18
28. 24	6. 9	15. 18	24. 20	10. 7	16. 19
19. 28	13. 6			9. 14	6. 10
10. 19	2. 9	No. 90.	No. 97.	7. 11	5. 9
20. 24	14. 17	14. 9	3. 7	14. 17	10. 6
19. 15	9. 13	23. 32	11. 16	11. 8	9. 13
	17. 22	9. 13	13. 9		6. 10
No. 77.	13. 17	20. 27	6. 13	B.	11. 8
27. 24	22. 25	18. 22	4. 8	8. 12	10. 15
16. 20	17. 22			14. 9	
23. 18		No. 91.	No. 98.	6. 10	C.
	No. 85.	3. 8	8. 11 B.	9. 6	11. 15
	16. 19	12. 3	14. 9	10. 14	14. 10

15. 11	6. 1	6. 10	13. 22	No. 117.	15. 11
6. 9		18. 22	6. 9	28. 24	7. 16
5. 14	No. 105.	10. 14		12. 16	30. 26
10. 17	17. 22	22. 25	No. 114.	24. 19	21. 30
12. 16	25. 18	7. 2	13. 9	16. 23	8. 11
17. 22	28. 24	25. 29	5. 14	20. 25	
16. 19	20. 27	2. 7	23. 26	29. 22	No. 123.
22. 18	2. 6	29. 25	30. 23	13. 9	19. 23
11. 7	1. 10	7. 10	19. 10		26. 19
18. 15	3. 7	25. 21	12. 19	No. 118.	17. 26
19. 23	11. 2	10. 15	31. 27	30. 25	30. 23
	9. 6	13. 17		29. 22	14. 18
No. 99.		15. 19	No. 115.	23. 18	
26. 22	No. 106.	17. 22	30. 25	22. 15	No. 124.
18. 25	23. 27	19. 23	29. 22	6. 1	6. 10
19. 16	31. 24		14. 9		14. 17
12. 19	16. 19	No. 110.	5. 14	No. 119.	10. 15
	23. 15	26. 22	10. 19	22. 18	17. 26
No. 100.	14. 10	25. 18	3. 10	15. 22	27. 24
31. 26		9. 6	19. 23	31. 26	20. 27
25. 22	No. 107.	2. 9	10. 14	22. 31	19. 16
26. 23	24. 19	19. 16	4. 8	30. 26	
22. 13	15. 24	12. 19	14. 17	31. 22	No. 125.
12. 16	30. 25	1. 5	8. 11	21. 17	17. 14
	21. 30		17. 21	22. 13	10. 17
No. 101.	32. 28	No. 111.	11. 15	6. 1	22. 18
14. 18		30. 25	21. 25		15. 22
5. 14	No. 108.	29. 22	15. 18	No. 120.	31. 27
23. 19	23. 19	31. 27		20. 16	22. 31
	16. 23	32. 23	No. 116.	11. 20	5. 1
No. 102.	22. 18	15. 10	17. 14	19. 24	
28. 24	13. 22	14. 7	18. 9	28. 19	No. 126.
20. 27	14. 9	8. 3	15. 10	18. 14	19. 16
26. 23			6. 15	17. 10	12. 19
27. 18	No. 109.	No. 112.	13. 6	27. 24	14. 10
9. 5	24. 19	13. 9	2. 9		31. 24
	15. 24	23. 32	11. 25	No. 121.	10. 6
No. 103.	32. 28	30. 25	9. 13	27. 23	
23. 19	22. 15	29. 22	25. 22	18. 27	No. 127.
24. 15	28. 10	8. 3	5. 9	31. 24	21. 17
14. 17	5. 9		3. 7	20. 27	14. 21
	6. 2	No. 113.	9. 14	30. 26	28. 24
No. 104.	9. 13	30. 25	7. 10	22. 31	
30. 25	10. 7	21. 30	14. 17		No. 128.
29. 22	11. 15	23. 26	22. 25	No. 122.	10. 7
14. 10	2. 6	30. 23		32. 27	3. 10
5. 14	15. 18	22. 17		31. 24	23. 18

14. 23	5. 9		7. 10	14. 10	24. 6
24. 19	17. 22	No. 137.	16. 23	6. 15	7. 10
23. 16	9. 14	19. 16	30. 25	19. 10	6. 15
9. 6	22. 26	12. 19	29. 22	9. 18 ¹³	8. 3
	14. 18	28. 24	14. 9	25. 21	15. 8
No. 129.	26. 31	19. 28		18. 22	3. 10
32. 27	18. 22	25. 22	No. 142.	21. 14	4. 8
31. 24	4. 8	10. 19	12. 8	22. 31	10. 15
13. 9	11. 4	22. 17	3. 12	10. 6	13. 17
5. 14	12. 16		19. 16	13. 17	21. 14
21. 17	4. 8	No. 138.	12. 19	6. 2	29. 25
14. 21	16. 19	22. 18	28. 24	31. 27	14. 18
22. 25	8. 11	15. 22	19. 28	2. 6	
21. 30	19. 23	13. 9	26. 23	8. 11	No. 148.
6. 2	22. 25	6. 13	17. 26	6. 10	15. 10
	31. 26	27. 24	20. 24	11. 16	19. 12
No. 130.	25. 30				3. 7
14. 10		No. 139.	No. 143.	No. 146	2. 11
7. 14	No. 134.	14. 18	29. 25	24. 19	32. 27
20. 16	6. 9	22. 15	32. 23	15. 24	12. 3
12. 19	13. 6	17. 22	2. 7	28. 19	27. 24
27. 23	23. 27	26. 17	30. 21	1. 6	
	31. 24	19. 26	22. 17	30. 26	No. 149.
No. 131.	10. 15	30. 23	13. 22	6. 10	14. 9
11. 7		6. 9	14. 17	26. 23	28. 19
3. 11	No. 135.			3. 8	18. 15
27. 23	13. 9	No. 140.	No. 144.	19. 16	19. 10
20. 27	6. 13	13. 9	25. 22	8. 15	17. 14
18. 15	15. 10	16. 23	23. 16	16. 11	10. 17
	7. 14	17. 13	15. 11	2. 6	9. 6
No. 132.	17. 10	5. 14	6. 15	22. 17	1. 10
23. 17		24. 19	13. 6	6. 9	11. 16
20. 27	No. 136.	15. 24	1. 10	17. 13	
18. 15	26. 22	22. 6	28. 24	15. 18	No. 150.
	17. 26	2. 9		13. 6	18. 15
No. 133.	32. 28	13. 6	No. 145.	18. 27	11. 18
12. 8	10. 17	1. 10	22. 15	6. 2	24. 19
3. 12	28. 32	27. 9	11. 27	10. 15	2. 11
6. 2	1. 10		31. 24	2. 6	20. 16
23. 16	27. 24	No. 141.	10. 14	15. 19	11. 20
10. 6	20. 27	28. 24	25. 22	6. 10	29. 25
1. 10	16. 11	7. 11	7. 11		22. 29
7. 14	7. 16	24. 19	30. 25	No. 147.	17. 22
16. 7	12. 8	4. 8	14. 18	23. 18	18. 25
2. 11	4. 11	6. 2	22. 15	14. 23	19. 24
5. 9	19. 12	8. 12	11. 18	3. 7	20. 27
14. 5	26. 19	2. 7	21. 14	5. 14	14. 10
13. 17	32. 30	11. 16	13. 17	15. 19	

A SERIES OF ORIGINAL GAMES, BY MR. R. MARTIN.

GAME 1.	10. 15	11. 15	14. 18	3. 7	16. 20
11. 15	7. 2	29. 25	W. wins.†	W. wins.	7. 2
22. 18	15. 19	15. 18			24. 27
15. 22	23. 16	W. wins.		F.	31. 24
25. 18	12. 19	B.	D.	3. 7	20. 27
8. 11	2. 7	2. 7	3. 7	26. 22	23. 18
29. 25	19. 23	23. 19	27. 24	17. 26	W. wins.
4. 8	7. 11	16. 23	14. 17	31. 22	
24. 20	23. 27	26. 19	31. 26	14. 17	H.
10. 15	11. 15	W. wins.	17. 21	22. 18	3. 7
25. 22	27. 32		26. 22	17. 22	27. 24
12. 16	17. 13	C.	7. 10	19. 15	17. 21
21. 17	W. wins.	2. 7	9. 6	W. wins.	26. 22
8. 12		24. 19	10. 15		W. wins.
17. 13		15. 24	6. 2	G.	
7. 10	A.	28. 19	W. wins.	10. 15	I.
27. 24	18. 28 5	10. 15 E.		19. 10	17. 22
9. 14	18. 14	19. 10	E.	7. 14	26. 17
18. 9	3. 7	6. 15	14. 17	18. 9	13. 22
5. 14	13. 9	22. 18	13. 9	17. 22 H.	9. 6
32. 27	6. 13	15. 22	6. 13	26. 17	10. 14
*14. 17 C.	27. 23	26. 10	22. 18	13. 22	6. 2
23. 18	17. 21	7. 14	10. 14 G.	27. 24	14. 18 K.
17. 21 A.	23. 19	13. 9	18. 9	3. 7	23. 14
27. 23	16. 23	14. 17 D.	7. 10	24. 19	16. 23
6. 9 B.	26. 19	23. 18	27. 24	7. 10	24. 19
13. 6	10. 26	16. 19	10. 14 I.	9. 6	3. 7
2. 9	19. 3	9. 6	9. 5	11. 15	19. 15
24. 19	11. 15	1. 10	17. 21 F.	20. 11	11. 18
15. 24	31. 22	18. 15	26. 22	15. 24	2. 11
28. 19	5. 9	11. 18	14. 17	6. 2	W. wins.
1. 5	3. 8	27. 23	31. 26	10. 14	
22. 17	9. 14	19. 26	3. 7	2. 7	K.
9. 13	24. 19	31. 6	22. 18	14. 17	14. 17 L.
18. 14	15. 24	3. 8	17. 22	7. 10	31. 27
13. 22	28. 19	6. 2	26. 17	17. 21	17. 26
26. 17	14. 17	8. 11	13. 22	10. 14	19. 15
11. 15	22. 18	2. 6	19. 15	21. 25	11. 18
14. 7	17. 22	11. 15	16. 19	14. 18	23. 14
15. 24	18. 14	6. 10	15. 8	25. 29	16. 19
20. 11	22. 25	15. 19	19. 28	18. 22	24. 15
3. 10	8. 11	10. 14	8. 3	12. 16	26. 31
11. 7	25. 29	17. 21	7. 10	11. 7	27. 24

* This move loses the game.

† See Sturges' 38th critical situation. ?

31. 27	N.	8. 12	19. 24	30. 21	G.
15. 11	14. 23	17. 13	27. 23	14. 18	23. 19
17. 22	19. 15	7. 10	24. 27	23. 14	16. 23
14. 10	11. 18	27. 24	25. 21	16. 30	26. 10
27. 23	2. 11	9. 14	27. 31	B. wins.	7. 14
11. 8	23. 27	18. 9	23. 18	E.	24. 19
23. 27	11. 7	5. 14	31. 26	23. 18	17. 26
8. 4	27. 32	32. 27	9. 5	7. 10	30. 23
12. 16	20. 11	2. 7 I.	B. wins.	18. 14	14. 17
20. 11	32. 28	24. 19	B.	10. 15	23. 18
27. 20	24. 20 O.	15. 24	27. 23 C.	26. 23	1. 6 H.
2. 7	18. 23	28. 19	19. 26	17. 21	19. 15
20. 16	7. 10	14. 17	30. 23	9. 5 T.	3. 8
11. 8	23. 27	19. 15 D.	6. 10	22. 25	31. 26
3. 12	31. 24	10. 19	13. 9	14. 9	17. 21
10. 6	28. 19	22. 18	10. 15	25. 29	26. 22
1. 10	10. 14	17. 22	B. wins.	31. 26	21. 25
7. 14	19. 23	26. 17	C.	21. 25	18. 14
W. wins.	Draw.	19. 26	30. 21	30. 21	W. wins.
L.	O.	30. 23 A.	29. 25	H.	
3. 7	24. 19	16. 19	30. 25	17. 22	
23. 18	28. 24	23. 16	11. 16	9. 6	19. 15
16. 23 N.	19. 15	12. 19	20. 2	1. 10	3. 8
18. 9	24. 19	17. 14	1. 5	5. 1	15. 10
23. 27 M.	15. 10	6. 10	2. 9	10. 14	22. 25
24. 19	19. 15	14. 9	5. 30	1. 6	10. 7
27. 32	19. 15	19. 23	22. 17	25. 30	25. 30
19. 15	10. 6	27. 24	30. 26	6. 10 F.	7. 3
11. 18	15. 8	10. 15	27. 23	15. 18	30. 25
2. 11	30. 26	18. 14	19. 24	10. 17	18. 14
32. 28	1. 10	23. 27	B. wins.	18. 27	25. 22
11. 7	7. 23	31. 26	D.	26. 23	14. 10
18. 23	Draw.	27. 32	27. 24	27. 32	22. 18
9. 6	GAME 2.	26. 23	10. 15	B. wins.	10. 7
1. 10	11. 15	15. 18	19. 10	F.	11. 15
W. wins.	22. 18	23. 19	6. 15	23. 19	20. 16
M.	15. 22	32. 28	22. 18 G.	30. 23	12. 19
7. 10	25. 18	B. wins.	15. 22	19. 10	3. 12
24. 19	8. 11	A.	13. 9	23. 18	19. 24
11. 15	29. 25	31. 22	3. 8	6. 2	13. 9
2. 6	4. 8	16. 19	24. 19 E.	16. 19	1. 5
15. 24	24. 20	18. 14 B.	7. 10	24. 15	12. 16
6. 15	10. 15	6. 10	9. 6	14. 17	Draw.
W. wins.	25. 22	13. 9	10. 14	21. 14	I.
	12. 16	10. 15	6. 2	18. 9	1. 5
	21. 17	30. 25	22. 25	B. wins.	499

24. 19	20. 11	L.	24. 28	12. 16	25. 29
15. 24	31. 26 P.	17. 14	5. 9	Draw.	6. 2
28. 19	24. 19	10. 17	W. wins.		29. 25
3. 7	17. 21	22. 13		R.	2. 6
22. 18	18. 14	24. 20	O.	5. 9	25. 22
14. 17	21. 25	13. 9	9. 14	22. 17	6. 9
26. 22 S.	14. 9	11. 15	23. 18	9. 14	22. 17
17. 26	25. 30	9. 14	14. 23	18. 9	9. 13
31. 22	9. 6	15. 18	16. 20	11. 15	17. 22
10. 14 R.	30. 25	14. 10	W. wins.	20. 11	Draw.
18. 9	6. 1	19. 15		15. 31	
5. 14	25. 22	W. wins.	P.	23. 18	U.
22. 18 K.	8. 3		31. 27	7. 16	1. 5
6. 10	13. 17	M.	24. 20	Draw.	9. 6
18. 9	1. 6	17. 14	17. 22		5. 9
11. 15	17. 21	10. 17	W. N. 7	S.	6. 2
20. 11	6. 10	22. 13	22. 25	27. 24	9. 14
15. 31	21. 25	15. 18	23. 19	5. 9	2. 6
11. 8	11. 7	13. 9	W. wins.	26. 22	22. 25
31. 27	25. 30	11. 16		17. 26	6. 9
8. 3	7. 2	9. 13 N.	Q.	31. 22	14. 18
27. 18	30. 25	18. 14	14. 17	10. 14	23. 14
9. 6	2. 7	26. 22	22. 18	19. 15	16. 19
2. 9	25. 21	14. 17	17. 22	16. 19	10. 7
13. 6	7. 11	22. 26	19. 15	15. 8	19. 28
7. 11	21. 25	17. 21	16. 19	19. 28	7. 3
B. wins.	11. 15	26. 22	15. 11	8. 3	28. 32
	25. 21	16. 20	19. 28	7. 10	14. 10
K.	3. 8	13. 9	18. 14	3. 8	15. 19
27. 24	21. 17	19. 15	28. 32	28. 32	9. 14
7. 10 Q.	8. 11	9. 14	8. 3	8. 11	32. 28
22. 18	17. 21 M.	15. 11	6. 10	32. 27	10. 6
6. 9	11. 16	14. 10	23. 18	11. 8	19. 23
13. 6	21. 17	11. 8	10. 17	14. 17	6. 2
2. 9	16. 20	W. wins.	3. 10	8. 11	11. 15
30. 25	17. 21		32. 27	17. 26	20. 16
14. 17	15. 11	N.	13. 9	18. 15	12. 19
25. 21	21. 17	26. 31	27. 23	10. 19	3. 12
17. 22	20. 24	18. 22	18. 15	23. 16	19. 24
24. 17	17. 21 L.	31. 27 O.	23. 18	12. 19	14. 10
9. 13	24. 28	22. 17	10. 14	30. 16	15. 18
17. 14	21. 17	27. 18	18. 11	Draw.	10. 15
10. 17	11. 15	17. 14	14. 21		18. 22
19. 15	17. 21	18. 15	22. 25	T.	15. 19
22. 26	19. 16	14. 9	21. 17	14. 10	Draw.
15. 8	W. wins.	15. 24	25. 29	22. 25 U.	
26. 31		16. 20	9. 5	9. 6	

GAME 3.	11. 16	B.	17. 14	F.	24. 27
11. 15	25. 21	21. 17	23. 27	14. 18	6. 2
23. 19	16. 19	27. 23	31. 24	23. 14	7. 11
9. 14	7. 2	18. 14	20. 27	1. 5	1. 6
22. 17	1. 6	23. 16	25. 21	31. 27	Draw.
6. 9	2. 9	10. 7	8. 12	11. 15	I.
17. 13	5. 14	3. 10	21. 17	27. 24	1. 5
2. 6	17. 10	14. 7	27. 31	15. 18	31. 26 K.
25. 22	15. 6	16. 19 C.	10. 7	30. 26	12. 16
8. 11	29. 25	25. 21	3. 10	8. 11 H.	19. 12
22. 17	19. 23	19. 15	14. 7	26. 22	15. 19
14. 18	25. 22	7. 2	5. 9	18. 23 G.	24. 15
26. 23	23. 26	1. 6	Draw.	14. 9	11. 27
4. 8	22. 18	2. 9		5. 14	B. wins.
23. 14	27. 30	5. 14	E.	22. 18	K.
9. 18	18. 15	17. 10	5. 9	W. wins.	30. 26
27. 23	30. 26	15. 6	29. 25		15. 18
18. 27	15. 11 A.	21. 17	9. 14 I.	G.	23. 14
32. 23	26. 22	11. 15	24. 20	11. 15	9. 18
10. 14 E.	11. 7	17. 14	15. 24	20. 16	31. 27
17. 10	6. 10	15. 18	28. 19	18. 23	6. 9 L.
7. 14	7. 2	14. 9	11. 15 F.	16. 11	13. 6
19. 10	10. 14	6. 1	25. 22	7. 16	18. 22
6. 15	B. wins.	29. 25	15. 24	14. 7	25. 18
24. 19		Draw.	22. 18	3. 10	10. 15
15. 24	A.	C.	6. 9	24. 20	19. 10
28. 19	21. 17	11. 15	13. 6	15. 24	7. 30
11. 16	26. 23	25. 21	1. 5	20. 11	6. 2
31. 26 D.	17. 14	16. 11	18. 9	W. wins.	12. 16
16. 20	6. 1	7. 2	5. 14		24. 20
26. 22	13. 9	15. 18	6. 1	H.	16. 19
20. 24	23. 18	13. 9	25. 22	18. 23	17. 14
22. 17	15. 11	5. 14	1. 6	26. 22	30. 25
24. 27	18. 15	17. 10	22. 18	23. 26	14. 10
17. 10	11. 8	18. 22	17. 13	14. 9	25. 22
27. 31	15. 11	10. 7	7. 11	5. 14	2. 7
30. 25	8. 4	Draw.	13. 9	19. 15	19. 23
8. 11	11. 7	D.	12. 16	10. 28	7. 16
23. 18	4. 8	29. 25	9. 5	17. 1	23. 32
31. 27	7. 2	14. 18	24. 28	8. 11	16. 19
10. 7 B.	8. 11	23. 14	5. 1	1. 6	Draw.
3. 10	1. 5	16. 23	28. 32	11. 15	
21. 17	11. 15	14. 10	1. 5	13. 9	
27. 24	12. 16	12. 16	32. 28	15. 19	
18. 14	B. wins.	21. 17	5. 9	9. 5	
24. 15		16. 20	W. wins.	19. 24	
14. 7				5. 1	

10. 19	10. 14	19. 15	A.	23. 26	31. 27
24. 15	3. 7	23. 27	25. 21	25. 22	10. 6
16. 19	15. 19	24. 19	18. 22	26. 31	3. 10
17. 14	B. wins.	27. 31	21. 17	22. 18	15. 6
7. 10		26. 22	16. 19	31. 26	27. 24
14. 7	N.	14. 17	15. 10	18. 15	16. 11
3. 10	25. 21	22. 13	19. 15	26. 22	24. 15
21. 17	9. 14	5. 14	17. 13	20. 16 D.	11. 4
5. 9	22. 18	20. 16	15. 6	22. 18	12. 16
27. 24	14. 23	31. 27	9. 2	24. 20 C.	6. 2
9. 14 M.	17. 14	16. 11	12. 16	18. 11	15. 18
25. 21	Draw.	27. 23	2. 7	16. 7	2. 6
18. 23		11. 4	3. 10	8. 11	18. 14
26. 22	GAME 4.	23. 16	4. 8	B. wins.	B. wins.
23. 26	11. 15	13. 9	16. 19		
22. 18	23. 19	14. 18	8. 11	C.	F.
14. 23	9. 14	30. 26 A.	19. 23	16. 11	20. 16
17. 14	22. 17	18. 23	11. 7	1. 5	3. 7
10. 17	6. 9	26. 19	10. 14	11. 4	30. 25
21. 14	17. 13	16. 23	7. 10	18. 11	7. 10
26. 30	2. 6	15. 10	14. 18	B. wins.	15. 6
24. 20	25. 22	23. 18	10. 14		1. 10
30. 26	8. 11	10. 6	22. 26	D.	24. 20
14. 9	29. 25	12. 16	14. 10	10. 6	10. 14
6. 10	4. 8	6. 2	26. 31	1. 10	B. wins.
15. 6	24. 20	16. 19	10. 15	15. 6	
Draw.	15. 24	2. 7	18. 22	8. 11	G.
	28. 19	19. 23	15. 18	6. 1	31. 27 H.
M.	11. 15	25. 21	22. 25	22. 17	12. 16
18. 23	27. 24	18. 22	30. 21	1. 6	25. 21
26. 22	14. 17	7. 11	1. 5	17. 14	14. 18
23. 26	21. 14	23. 26	18. 27	6. 1	23. 14
22. 18 N.	9. 18	11. 16	31. 24	14. 9	16. 19
8. 11	26. 23	22. 18	B. wins.	1. 5	27. 23
15. 8	18. 27	16. 11		9. 6	19. 28
26. 30	32. 23	18. 14	B.	5. 1	B. wins.
24. 15	10. 14	11. 7	19. 15	6. 2	
30. 23	19. 10	14. 9	18. 22	1. 5	H.
15. 11	6. 15	7. 2	25. 18	3. 7	23. 18
9. 14	13. 9	26. 30	14. 23	B. wins.	14. 23
11. 7	7. 11	21. 17	31. 26		31. 26
10. 15	23. 19 G.	9. 13	5. 14	E.	5. 14
7. 2	15. 18	17. 14	26. 19	19. 15	26. 10
6. 10	22. 15	30. 26	14. 18	23. 27	11. 15 N.
2. 6	11. 18	B. wins.	15. 10 F.	24. 19	30. 26
14. 17	31. 26 B.		18. 23	27. 31	8. 11 O.
8. 3	18. 23		30. 25 E.	20. 16	26. 23

12. 16	L.	24. 19	31. 26 B.	1. 10	28. 32
25. 21	15. 18	32. 27	12. 16 A.	14. 7	10. 15
14. 18 I.	17. 10	19. 15	24. 19	28. 32	27. 24
23. 14	18. 27	27. 23	15. 24	B. wins.	17. 13
16. 19	7. 3	15. 11	14. 10		32. 27
21. 17	27. 32	23. 19	5. 14	C.	18. 14
19. 28	10. 7	11. 8	10. 7	27. 23	27. 23
10. 7	32. 27	12. 16	3. 10	8. 12	13. 9
3. 10	7. 2	Draw.	22. 18	14. 10	23. 19
14. 7	11. 15		14. 23	7. 14	15. 10
15. 19	16. 11	O.	26. 3	25. 21	19. 23
22. 18	27. 20	14. 18	W. wins.	14. 18	9. 6
28. 32	Draw.	10. 6		23. 14	23. 19
7. 3		1. 10	A.	16. 19	6. 2
32. 27	M.	24. 19	3. 7	22. 17	19. 23
17. 14	24. 19	Draw.	22. 17	19. 28	2. 7
W. wins.	15. 24		12. 16	26. 22	23. 19
	10. 7	GAME 5.	24. 19	28. 32	7. 11
I.	24. 27	11. 15	15. 24	9. 6	19. 23
3. 8	7. 3	23. 19	14. 10	1. 10	11. 15
10. 7 K.	8. 12	9. 14	7. 21	14. 7	23. 19
16. 19	22. 17	22. 17	25. 22	32. 27	14. 17
23. 16	11. 15	6. 9	5. 14	10. 3	5. 9
8. 12	17. 10	17. 13	22. 18	27. 23	15. 11
24. 19	27. 31	2. 6	14. 23	17. 13	9. 13
15. 24	20. 11	25. 22	26. 3	15. 19	17. 22
22. 17	31. 26	8. 11	11. 15	3. 8	19. 23
12. 19	Draw.	29. 25	3. 7	11. 15	10. 14
17. 10		4. 8	24. 28	8. 11	23. 19
11. 15	N.	24. 20	B. wins.	23. 18	22. 26
Draw.	14. 18	15. 24		22. 17	19. 16
	22. 15	28. 19	B.	19. 24	11. 15
K.	11. 18	11. 15	30. 26	17. 14	16. 19
22. 17 M.	25. 22	27. 24	3. 7	18. 9	15. 10
8. 12	18. 25	14. 17	31. 27	13. 6	24. 27
10. 7	30. 21	21. 14	12. 16	15. 18	14. 18
1. 5 L.	8. 11	9. 18	26. 23 C.	11. 15	27. 31
17. 10	21. 17	26. 23	8. 12	18. 22	26. 30
16. 19	11. 15	18. 27	14. 10	15. 18	31. 27
23. 16	17. 14	32. 23	7. 14	22. 26	Draw.
12. 28	15. 18	10. 14	25. 21	21. 17	
7. 3	14. 9	19. 10	14. 18	26. 31	D.
15. 19	18. 23	6. 15	23. 14	6. 2	14. 17
3. 8	9. 6	13. 9	16. 19	31. 27	22. 13
W. wins.	23. 27	14. 18 D.	21. 17	2. 6	5. 14
	6. 2	23. 14	19. 28	24. 28	25. 22
	27. 32	7. 11 H.	9. 6	6. 10	1. 6

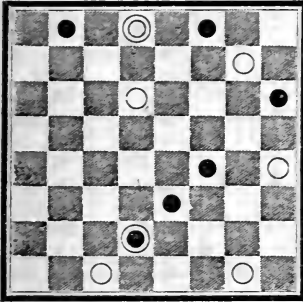
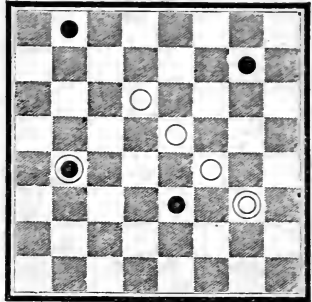
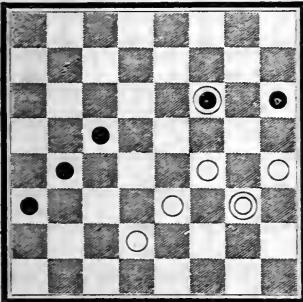
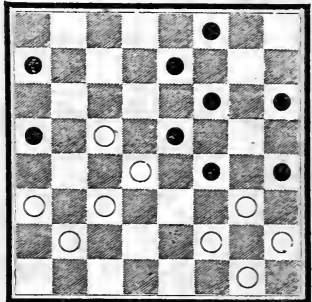
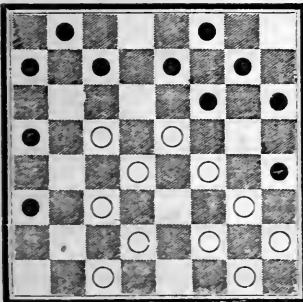
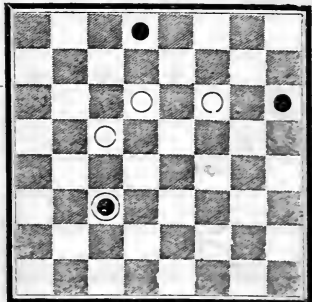
23. 19 E.	30. 23	13. 9	13. 22	25. 30	19. 16
7. 10	24. 19	22. 26	25. 9	22. 17	23. 14
30. 25	W. wins.	9. 6	6. 13	30. 25	16. 7
14. 17		26. 31	29. 25	28. 24	10. 15
25. 21	G.	6. 2	8. 11	8. 11	7. 2
17. 26	7. 11	31. 26	25. 22	18. 14	15. 18
31. 22	25. 21	27. 23*	4. 8	25. 21	2. 9
8. 11	3. 7	26. 22	22. 17	B. wins.	14. 5
22. 17	21. 14	2. 7	13. 22		B. wins.
15. 18	15. 18	11. 16 I.	26. 17	B.	
17. 14	22. 15	20. 11	1. 5	17. 14 D.	D.
10. 17	11. 27	22. 18	17. 13 M.	9. 18	24. 19 Y.
21. 14	14. 9	24. 20	2. 6	23. 14	15. 24
6. 10	6. 10	18. 27	21. 17 E.	10. 17	28. 19
14. 17	9. 6	7. 2	12. 16	24. 19 C.	9. 14
3. 10	27. 32	15. 24	19. 12	15. 24	23. 18
13. 9	6. 2	2. 6	5. 9	28. 19	14. 21
18. 23	8. 11	Draw.	23. 19 A.	11. 16	27. 23
9. 6	26. 23		9. 14	27. 23	21. 25
23. 27	32. 28	I.	27. 23	17. 22	31. 26
6. 2	23. 19	15. 18	14. 21	31. 27	25. 29
27. 32	11. 16	7. 16	2. 7	7. 10	26. 22
2. 7	20. 11	18. 27	21. 25	27. 24	29. 25
10. 15	7. 23	16. 11	7. 11	8. 11	22. 17
Draw.	2. 6	22. 18	15. 18	31. 27	11. 16
E.	28. 19	11. 7	22. 15	22. 26	32. 27
31. 26	6. 24	18. 15	11. 27	B. wins.	16. 20
7. 10 F.	Draw.	21. 17	32. 23		18. 14
23. 18	H.	14. 21	25. 30	C.	25. 21
14. 23	7. 10	7. 14	23. 18	27. 23	19. 16
26. 19	14. 7	15. 11	30. 26	15. 19	8. 11
3. 7	3. 10	14. 18	24. 20	24. 15	23. 18
30. 26	30. 26	27. 32	8. 11	11. 27	10. 15
15. 18	5. 14	19. 15	B. wins.	32. 23	B. wins.
22. 15	26. 23	11. 8		17. 22	
7. 11	1. 6	15. 10	A.	23. 18	E.
13. 9	23. 19	Draw.	31. 26 B.	7. 10	24. 20 L.
B. wins.	8. 11	GAME 6.	9. 14	28. 24	15. 24
W	25. 21	11. 15	26. 22	8. 11	28. 19
F.	6. 9	23. 19	14. 21	24. 20	11. 15
14. 17	31. 27	9. 14	23. 18	22. 25	27. 24 H.
30. 25	14. 18	22. 17	21. 25	31. 26	8. 11 F.
17. 21 G.	22. 17	5. 9	27. 23	25. 30	31. 26
23. 19	18. 22	26. 23	15. 19	26. 23	5. 9
21. 30	17. 13	9. 13	23. 16	30. 26	26. 22
19. 1	9. 14	30. 26	11. 27	23. 19	9. 14
			32. 23	26. 23	21. 17

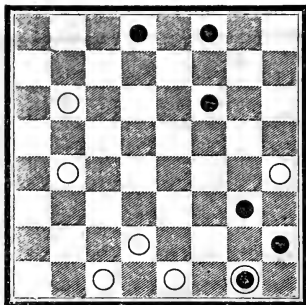
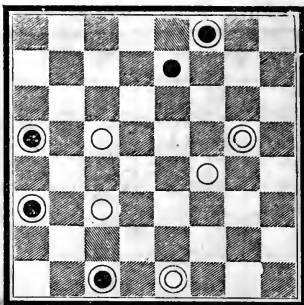
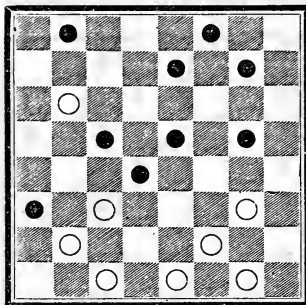
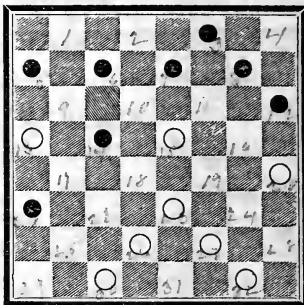
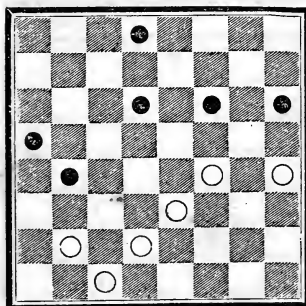
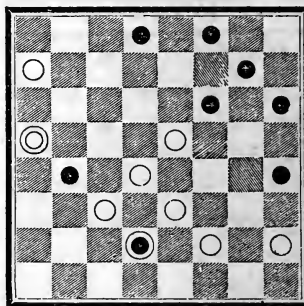
* If White plays 2. 7., Black should win in two moves.

14. 21	6. 9	13. 9	19. 15 O.	18. 15	8. 11
22. 17	B. wins.	11. 15	18. 22	24. 27	2. 6
12. 16		27. 24	26. 17	B. wins.	11. 8
19. 12	G.	15. 18	11. 18		6. 9
21. 25	23. 18	9. 6	23. 19 N.	O.	8. 11
23. 19	14. 23	18. 27	18. 22	24. 20	9. 14
15. 18	22. 17	6. 1	27. 23	6. 10	11. 8
20. 16	15. 18	8. 11	22. 26	28. 24	14. 17
11. 27	32. 28	1. 6	23. 18	10. 17	8. 11
32. 14	3. 7	11. 15	26. 31	23. 14	17. 22
7. 11	17. 14	6. 2	32. 27	17. 21	19. 16
14. 7	10. 17	7. 11	31. 26	26. 22	12. 19
3. 10	21. 14	B. wins.	27. 23	21. 25	24. 15
Draw.	6. 10		26. 31	22. 17 R.	22. 26
	14. 9	K.	17. 13	25. 30	B. wins.
	10. 14	27. 24	6. 10	17. 13	
F.	9. 6	3. 8	14. 9	30. 26	P.
5. 9	18. 22	26. 22	5. 14	13. 9	19. 16
31. 26	6. 2	7. 10	18. 9	26. 22	12. 19
9. 14	14. 18	22. 18	31. 27	9. 6	24. 15
26. 22	19. 16	5. 9	9. 6	22. 17	9. 13
7. 11	12. 19	B. wins.	27. 20	6. 2	27. 23
21. 17 G.	24. 15		B. wins.	17. 10	13. 17
14. 21	Draw.	L.		20. 16	23. 18
22. 17		31. 26	N.	11. 20	17. 22
15. 18	H.	11. 16	24. 20	2. 4	18. 14
23. 7	32. 28	26. 22	18. 22	5. 9	22. 26
3. 10	15. 24	8. 11	23. 18	32. 28 Q.	15. 10
32. 27	28. 19	22. 17	22. 26	10. 7	7. 2
21. 25	8. 11	5. 9	27. 23	4. 8 P.	14. 9
27. 23	31. 26	17. 14	26. 30	9. 14	26. 31
25. 30	10. 14	9. 18	32. 27	8. 4	10. 6
23. 18	19. 16 I.	23. 14	30. 26	14. 18	31. 26
30. 25	12. 19	16. 23	23. 19	4. 8	6. 1
18. 14	23. 16	27. 18	26. 30	18. 22	26. 23
25. 21	14. 18	10. 17	27. 23	8. 4	1. 5
14. 7	27. 24	21. 14	30. 26	22. 26	23. 19
21. 14	6. 10	15. 22	17. 13	4. 8	5. 1
7. 2	B. wins.	B. wins.	7. 10	26. 31	20. 24
14. 9			14. 7	8. 4	1. 5
2. 7	I.	M.	3. 10	31. 26	24. 27
9. 14	26. 22 K.	17. 14 U.	20. 16	4. 8	5. 1
7. 16	3. 8	10. 17	26. 31	26. 22	27. 31
14. 10	22. 18	21. 14	28. 24	8. 4	1. 5
16. 11	6. 10	15. 18	31. 27	22. 18	31. 27
8. 15	18. 9	31. 26	24. 20	4. 8	5. 1
20. 16	5. 14	2. 6	27. 24	7. 2	27. 24

1. 6	2. 6	22. 26	U.	6. 2	27. 24
3. 8	22. 18	14. 10	3. 7	W. wins.	20. 27
4. 11	6. 9	26. 31	11. 16		32. 23
19. 23	7. 10	10. 14	17. 14	W.	Draw.
28. 19	14. 7	30. 25	10. 17	16. 19	
23. 7	5. 14	19. 15	21. 14	23. 7	Y.
B. wins.	7. 2	11. 18	15. 18 X.	3. 17	24. 20
	18. 22	14. 23	24. 20	26. 23	9. 14
Q.	24. 19	25. 30	7. 11	18. 22	13. 9
4. 8	14. 17	24. 19	19. 15	23. 19	6. 22
10. 7	32. 28	31. 26	2. 7 W.	22. 26	20. 16
8. 4	17. 21	20. 16	15. 10	28. 24	11. 20
9. 14	27. 24	26. 22	18. 22 V.	26. 31	23. 18
32. 28	3. 8	28. 24	26. 17	20. 16	14. 23
14. 18	2. 7 S.	22. 26	5. 9	2. 7	27. 2
19. 15	22. 26	23. 27	14. 5	32. 28	10. 14
7. 11	7. 16	Draw.	7. 21	W. wins.	2. 6
15. 8	26. 23		27. 24		14. 17
12. 16	19. 15	T.	3. 7	X.	6. 10
B. wins.	12. 19	22. 18	23. 18	7. 10	17. 21
	15. 10	25. 30	W. wins.	14. 7	10. 15
R.	23. 18	27. 23		3. 10	21. 25
19. 15 T.	24. 15	30. 26	V.	26. 22	31. 27
11. 18	18. 11	32. 28	16. 19	8. 11	25. 30
22. 15	B. wins.	26. 22	23. 16	22. 17	27. 23
25. 30		19. 15	12. 19	16. 20	30. 26
15. 10	S.	22. 26	27. 23	23. 18	Draw.
30. 26	2. 6	23. 19	18. 27	15. 22	
10. 6	21. 25	26. 22	32. 16	19. 16	
26. 22	6. 9	B. wins.	8. 12	12. 19	
6. 2	25. 30		10. 6	24. 8	
8. 11	9. 14		12. 19	22. 26	

TWELVE ORIGINAL CRITICAL POSITIONS, BY. R MARTIN.

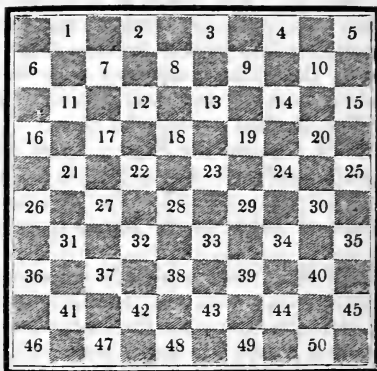
No. 1. *White to move and win.*No. 2. *White to move and win.*No. 3. *White to move and win.*No. 4. *White to move and win.*No. 5. *White to move and win.*No. 6. *White to move and draw.*

No. 7. *White to move and win.*No. 8. *White to move and win.*No. 9. *White to move and win.*No. 10. *White to move and win.*No. 11. *White to move and win.*No. 12. *White to move and win.*

SOLUTIONS OF MR. MARTIN'S 12 CRITICAL POSITIONS.

No. 1.	17. 21	15. 22	32. 23	1. 10	10. 15
10. 6	6. 10	W. wins.	Draw.	30. 26	11. 8
1. 10	13. 17			21. 30	15. 19
32. 27	18. 23		No. 7.	24. 20	23. 16
23. 32	17. 22	No. 5.	24. 27	30. 23	12. 19
30. 16	10. 14	19. 16	31. 24	20. 4	8. 4
12. 19	22. 25	12. 19	13. 17	18. 25	19. 24
2. 6	23. 26	15. 10	22. 13	27. 2	W. wins.
W. wins.	25. 29	6. 15	16. 19	W. wins.	
	26. 30	14. 10	24. 15		No. 12.
	W. wins.	7. 23	7. 10	No. 10.	15. 10
No. 2.		27. 18	15. 6	15. 11	26. 19
15. 11	No. 3.	20. 27	W. wins.	8. 15	5. 1
8. 15	26. 22	32. 7		30. 25	17. 26
24. 20	17. 26	3. 10	No. 8.	21. 30	27. 24
15. 24	19. 15	18. 4	2. 7	20. 16	20. 27
20. 18	11. 27	W. wins.	3. 10	12. 19	10. 7
17. 21	24. 22		19. 24	23. 16	3. 10
18. 22	W. wins.	No. 6.	20. 27	30. 23	18. 15
1. 5		19. 24	11. 16	27. 2	11. 18
10. 6	No. 4.	11. 15	12. 19	W. wins.	1. 6
5. 9	19. 23	24. 28	17. 13		2. 9
6. 1	26. 10	15. 18	10. 17	No. 11.	13. 15
9. 13	6. 15	22. 26	13. 15	8. 12	W. wins.
1. 6	13. 6	31. 22	W. wins.	16. 11	
21. 17	1. 26	28. 32	No. 9.	7. 16	
22. 18	30. 23	18. 27	9. 6	20. 11	

POLISH DRAUGHTS.



THIS variety is played with a table divided into one hundred squares, fifty of each colour, and with forty counters, (called indifferently either pieces, pawns, or men,) one-half black and the other white, each player having twenty of one colour. (In Germany, however, Polish Draughts is now frequently played on the ordinary board, with the usual complement of twenty-four pieces.) The counters are moved forward, as in the English game, and upon the same system, namely, obliquely, from square to square; but in taking, they move in the Polish game either backwards or forwards. The King,* too have the privilege of passing over several squares, and even the whole length of the diagonal, when the passage is free, at one move, which vastly adds to the amount of combinations.

It is usual both in France and England to arrange the counters on the white squares; but they may by consent

* In the Polish game, almost the only one played on the Continent, the crowned piece is called a Queen, instead of King. Indeed, the common name for Draughts is *Damen* (women,) it follows therefore naturally that the principal piece should be a queen.

be placed on the black. The colour adopted a matter of indifference, excepting that the black pieces are not seen quite so well on their own colour as the white on theirs.

The table is so placed, that each of the players has a double corner of the colour played on, to his right, viz. the squares numbered 45 and 50. The board, in first placing the pieces, is divided into two portions: that occupied by the black counters, comprising the twenty squares, from 1 to 20, and that occupied by the white, comprising those numbered from 31 to 50, leaving between them two rows of squares unoccupied, upon which the first moves take place.

The laws which regulate the English game are with a few additions equally applicable to the Polish. We have therefore merely to give the directions for playing, and the two or three additional rules which belong peculiarly to this variety.

The march of the Pawn, as already observed, is the same as in the English game, with this addition, that when there are pieces *en prise* (but not else) the taking Pawn may move backwards. Thus, White having a pawn at 25, and Black unsupported Pawns at 20, 9, 8, 17, 27, 38 and 39, White having the move would take them all, and finish at square 34. It will be observed that in this *coup* White passes a crowning square at 3, but he does not therefore become entitled to be made a King, nor has he the option of stopping *en route*, but must go on to the termination of his move at 34 or be huffed.

The piece which captures, whether Pawn or King, cannot in the course of one *coup* repass any covered square which it has leaped over, but must halt behind that piece which, but for this restriction, would be *en prise*. For example, suppose White to have a Pawn upon 22, 32, 33, and 37, with a King at 43, and Black a Pawn at 3, 4, 9, and 19, with Kings at 10 and 13. The black Queen at 13 takes the four Pawns, 22, 33, 43 and 73, and must stop at 28, which he would have to touch in preparing to take 32, but is prohibited from going to square 37 in consequence of having passed over it before. A square which is vacant may be passed or repassed several times in the course of one *coup*, provided no piece is passed over a second time. It is the intricacy of such moves which renders the rule imperative that the pieces taken be not removed till the capturing Pawn is at its destination or "en

repos." The White Pawn at 32, then takes the Black Pawn jeopardized at 28, as well as the pieces at 19 and 10, making a King.

As regards huffing at this game the player is bound to take the greatest number of pieces where he has the choice, notwithstanding the smaller number may be most to his advantage, and failing to do so he may be huffed or compelled to take at the option of his adversary. Thus if on the one hand there are three Pawns *en prise*, and on the other two Kings, you are compelled to take the Pawns, but were there only two Pawns instead of three, you must take the Kings, as being of greatest value. When pieces, at the option of taking, are numerically and intrinsically the same, you may take which you please. The rule resolves itself into this, that you are controlled by numerical value, excepting when the numbers are equal, and then by the actual value of the pieces.

Kings are made in the same manner as in the English game. It has already been said that you cannot claim to have your Pawn crowned if it touches a King's square merely in its passage over it *en coup*. Good players, when they cannot prevent the adversary from reaching a King's square, commonly endeavour to lead him out again by placing a man or two in take, so as to disentitle him from being crowned. Indeed, it is sometimes good play to sacrifice three men, either for the object of gaining or capturing a King, especially towards the end of the game, when he is of the greatest importance, much greater in proportion than at the English game.

The movement of the King is the great feature in this game, and in *coup* he may accomplish more angles on the draught-board than a billiard-ball can be made to perform, even in the hands of a Kentfield. He has the privilege of traversing the board from one extremity to the other (if the line be unoccupied) or of halting on any of the intermediate squares, like the Bishop at chess. Thus, if he stand at 28, he may move anywhere on the line between 5 and 46, or between 6 and 50, but he can only move on one line at a time, unless there are pieces *en prise*, and then he may move diagonally all over the board, in which respect he has an advantage over the Bishop at chess. For example, place isolated black Pawns or Kings at 37, 17, 20, 30, 40, and a white King at 48. He

will take all the pieces, by touching at the following squares, viz., 26, 3, 25, 34, and 45, where he rests, which squares, it will be perceived, though not close to the pieces, are within the angles. Indeed, it is possible so to place the pieces that a single King might capture a dozen in rotation. The following example is a case in which 19 may be taken at one *coup*. Place a white King at 45, and he may take all the intervening pieces, by touching at the following squares, viz., 29, 18, 4, 15, 29, 38, 27, 18, 7, 16, 27, 36, 47, 28, 49, 35, 24, 13, and 2 where he rests. The player who may wish to try this experiment, will have to place the pieces on squares 8, 9, 10, 11, 12, 19, 20, 21, 22, 23, 30, 31, 32, 33, 34, 41, 42, 43, 44.

Between equal and skilful players the game would of necessity be "drawn" in many positions, when the uninitiated would lose; it is difficult therefore to define what are drawn games, but one or two of the simplest may be instanced. Suppose that at the end of the game one party, say White, has a King on the great central line, between Nos. 5 and 46, and Black has two or even three Kings, the game is drawn, as White cannot be driven from his hold, or captured, if he play correctly, and takes care to keep on the other side of a trap; thus, if he finds White preparing to get his pieces at 37, 38, and 49, he must be between 5 and 28, and *vice versâ*, that is, always on the adversary's unfortified or weak side. But when the single King does not occupy the central line, there are many ways of winning, especially against an inferior player, but as these cannot be forced, the game must be considered drawn after 15 moves, and this rule holds good although the stronger party may have given odds. Should the odds, however, consist in ceding the draw as a game won, then twenty moves may be claimed by the party giving such odds.

When at the conclusion of a game, a player, who has only one King, offers to his adversary, who has a King and two men, or two Kings and a man, to crown his two men, or the man, for the purpose of counting the limited moves, the latter is obliged to accept the offer, otherwise the former can leave the game as a draw.

When one party at the end of a game has a King and a man against three Kings, the best way is to sacrifice the man

as soon as possible, because the game is more easily defended with the King alone.

In Polish Draughts especially it is by exchanges that good players parry strokes and prepare them; if the game is embarrassed, they open it by giving man for man, or two for two. If a dangerous stroke is in preparation, they avoid it by exchanging man for man. If it is requisite to strengthen the weak side of your game, it may be managed by exchanging. If you wish to acquire the move, or an advantageous position, a well managed exchange will produce it. Finally, it is by exchanges that one man frequently keeps many confined, and that the game is eventually won.

When two men of one colour are so placed that there is an empty square behind each and a vacant square between them, where his adversary can place himself, it is called a *lunette*, and this is much more likely to occur in the Polish than the English game. In this position one of the men must necessarily be taken, because they cannot both be played, nor escape at the same time. The *lunette* frequently offers several men to be taken on both sides. As it is most frequently a snare laid by a skilful player, it must be regarded with suspicion; for it is not to be supposed that the adversary, if he be a practised player, would expose himself to lose one or more men for nothing. Therefore, before entering the *lunette* look at your adversary's position, and then calculate what you yourself would do in a similar game.

Towards the end of a game when there are but few Pawns left on the board, concentrate them as soon as possible. At that period of the game the slightest error is fatal.

The King is so powerful a piece, that one, two, or three Pawns may be advantageously sacrificed to obtain him. But in doing so it is necessary to note the future prospects of his reign. Be certain that he will be in safety, and occupy a position that may enable him to retake an equivalent for the Pawns sacrificed, without danger to himself. An expert player will endeavour to snare the King as soon as he is made, by placing a Pawn in his way, so as to cause his being retaken.

GAME I.

WHITE.	BLACK.	WHITE.	BLACK.
32 to 28	20 to 25	46 to 41	17 to 28
37 to 32	14 to 20		(taking 22)
41 to 37	10 to 14	34 to 29	23 to 34
31 to 27	17 to 21		(taking 29)
37 to 31	21 to 26	32 to 14	8 to 12
42 to 37	4 to 10	(tak. 28 & 19)	
47 to 42	20 to 24	39 to 30	25 to 34
28 to 22	14 to 20	(taking 34)	(taking 30)
33 to 28	10 to 14	27 to 22	18 to 27
34 to 30	25 to 34		(taking 22)
	(taking 30)	31 to 22	3 to 9
39 to 30	20 to 25	(taking 27)	
(taking 34)		14 to 3	12 to 17
44 to 39	25 to 34	(ern'd, tak. 9)	
	(taking 30)	3 to 21	26 to 28
40 to 20	14 to 25	(taking 17)	(tak. 21 & 22)
(tak. 34 & 24)	(taking 20)	36 to 31	7 to 12
35 to 30	25 to 34	31 to 27	12 to 18
	(taking 30)	41 to 36	11 to 17
39 to 30	18 to 23	27 to 22	18 to 27
(taking 34)			(taking 22)
45 to 40	15 to 20	37 to 32	28 to 37
40 to 35	12 to 18		(taking 32)
43 to 39	7 to 12	42 to 11	6 to 17
39 to 33	20 to 24	(tak. 37, 27,	(taking 11)
49 to 43	5 to 10	& 17)	
50 to 45	10 to 15	38 to 33	17 to 22
45 to 40	15 to 20	43 to 39	34 to 43
30 to 25	2 to 7		(taking 39)
25 to 14	9 to 20	48 to 39	16 to 21
(taking 20)	(taking 14)	(taking 43)	
40 to 34	20 to 25	39 to 34	21 to 27
33 to 29	24 to 33	34 to 29	13 to 18
	(taking 29)	29 to 24	27 to 31
28 to 39	12 to 17	36 to 27	22 to 31
(taking 33)		(taking 31)	(taking 27)

WHITE.	BLACK.	WHITE.	BLACK.
24 to 20	31 to 37	9 to 4	47 to 14
20 to 14	37 to 41	(a King)	(taking 33)
14 to 9	41 to 47	4 to 36	
	(a King)	(taking 18)	

Drawn, each player remaining with a King and Pawn.

GAME II.

* * *The variations are given as notes at the foot of the page.*

WHITE.	BLACK.	WHITE.	BLACK.
34 to 30	20 to 25	31 to 26	24 to 29(a)
40 to 34	14 to 20	33 to 24	20 to 29
45 to 40	10 to 14	(taking 29)	(taking 24)
50 to 45	5 to 10	39 to 33	17 to 22(b)
33 to 28	20 to 24	33 to 24	22 to 33
39 to 33	15 to 20	(taking 29)	(taking 28)
44 to 39	18 to 23	38 to 29	11 to 17
49 to 44	12 to 18	(taking 33)	
31 to 27	7 to 12	37 to 31	7 to 11
37 to 31	2 to 7	42 to 37	17 to 21
41 to 37	10 to 15	26 to 17	11 to 22
47 to 41	4 to 10	(taking 21)	(taking 17)

(a) Here Black in playing from 24 to 29 commits a false move, which causes the loss of a pawn. It might have been avoided by playing

26 to 17	17 to 21	36 to 27
(taking 21)	11 to 31	(taking 31)
	(taking 17 & 27)	

This would have caused a mutual exchange of two pieces.

(b) The pawn at 29 is necessarily lost, as the sequel of the game will show, and if to save it Black had played 14 to 20, he would have lost a *coup*, thus:

33 to 24	14 to 20	31 to 22	17 to 28
(taking 29)	20 to 29	(taking 27)	(taking 22)
27 to 22	(taking 24)	38 to 27	
	18 to 27	(taking 32)	
32 to 21	(taking 22)	5 to 32	
(taking 27)	16 to 27	(taking 28)	
37 to 31	(taking 21)	40 to 29	
	23 to 32	(taking 34)	
34 to 5	(taking 28)	White having	
(tak. 29, 19 & 10,	25 to 34	gained a King	
and crowned)	(taking 30)	and three	
		pawns.	

It is immaterial how these moves are played.

WHITE.
43 to 38

BLACK.
14 to 20 (c)

(c) Black, in playing 14 to 20, makes a false move, which causes him to lose the game, through a skilful *coup*, and he would not the less have lost, if White, in lieu of making the *coup*, had played as follows :

48 to 42	10 to 14	23 to 18	22 to 17
31 to 26	22 to 31	(in the lunette)	
	(taking 27)	18 to 20	27 to 38
36 to 27	12 to 17	(taking 13 & 14)	(taking 32)
(taking 31)		20 to 14	38 to 43
44 to 39	6 to 11	14 to 9	43 to 49
39 to 33	1 to 6		(a King)
26 to 21	17 to 26	9 to 3	49 to 27
	(taking 21)	(a King)	
27 to 22	18 to 27	45 to 40	6 to 11
	(taking 22)	40 to 35	11 to 16
29 to 18	20 to 29	41 to 36	27 to 43
(taking 23)	(taking 24)	24 to 19	43 to 27
33 to 24	13 to 22	35 to 30	27 to 49
(taking 29)	(taking 18)	Or	
24 to 4	8 to 13	19 to 13	15 to 20
(taking 19 & 9,		3 to 15	49 to 35
& crowned)		(taking 20	
4 to 18	22 to 13	Immateral where	35 takes 2
(taking 13)	(taking the King)		Drawn.
32 to 21	26 to 17	Or 30 to 24	49 to 44
(taking 27)	(taking 21)	19 to 13	44 to 22
30 to 24	14 to 20	13 to 9	22 to 4
37 to 32	20 to 29		(taking 9)
	(taking 24)	36 to 31	4 to 36
34 to 23	3 to 9		(taking 31)
(taking 29)		46 to 41	36 to 20
35 to 30	25 to 34		(taking 41 & 24)
	(taking 30)	3 to 25	16 to 21 (d)
40 to 29	9 to 14	(taking the King)	
(taking 34)		25 to 43	21 to 26
29 to 24	16 to 21	43 to 48	15 to 20
33 to 33	17 to 22	48 to 42	20 to 25
42 to 38	22 to 27	42 to 48	25 to 30
33 to 28	21 to 26	48 to 25	26 to 31
32 to 21	26 to 17	(taking 30)	
(taking 27)	(taking 21)	25 to 14	31 to 36
38 to 32	17 to 22	14 to 46	36 to 41
28 to 17	11 to 22	46 to 37	Lost.
(taking 22)	(taking 17)	(taking 41)	

(d) Here commence a series of moves necessary, in order with a single King, to arrest the two pawns which are advancing from the right and left of the board to the crowning line.

WHITE.	BLACK.	WHITE.	BLACK.
31 to 26	22 to 33	34 to 5	25 to 34
(tak. 27, 37, & 38)		(a King, taking	(taking 30)
29 to 38	20 to 29	29, 19, & 10)	
(taking 33)	(taking 24)	48 to 30	Lost.
32 to 28	23 to 43	(tak. 43 & 34)	
	(tak. 28 & 38)		

We nevertheless continue the game to its conclusion, that nothing may be omitted which the learner could desire. .

WHITE.	BLACK.	WHITE.	BLACK.
	12 to 17	25 to 23	17 to 22
5 to 37	9 to 14	(taking 20, 9,	
37 to 5	18 to 23	8, & 18)	
(taking 14)		26 to 21	15 to 20
5 to 11	6 to 17	35 to 30	13 to 18
(tak. 23 & 17)	(tak. the King)	23 to 12	22 to 28
30 to 24	16 to 21	(taking 18)	
35 to 30	3 to 9	45 to 40	28 to 33
40 to 35	1 to 7	40 to 34	33 to 38
44 to 39	7 to 12	37 to 28	38 to 16
39 to 33	12 to 18		(tak. 32 & 21)
41 to 37	21 to 27	12 to 8	16 to 21
36 to 31	27 to 36	8 to 3	21 to 27
	(taking 31)	3 to 25	27 to 32
46 to 41	36 to 47	(taking 20)	
	(crn'd, tak. 41)	25 to 20	32 to 37
30 to 25	47 to 20	20 to 47	Lost.
	(tak. 33 & 24)		

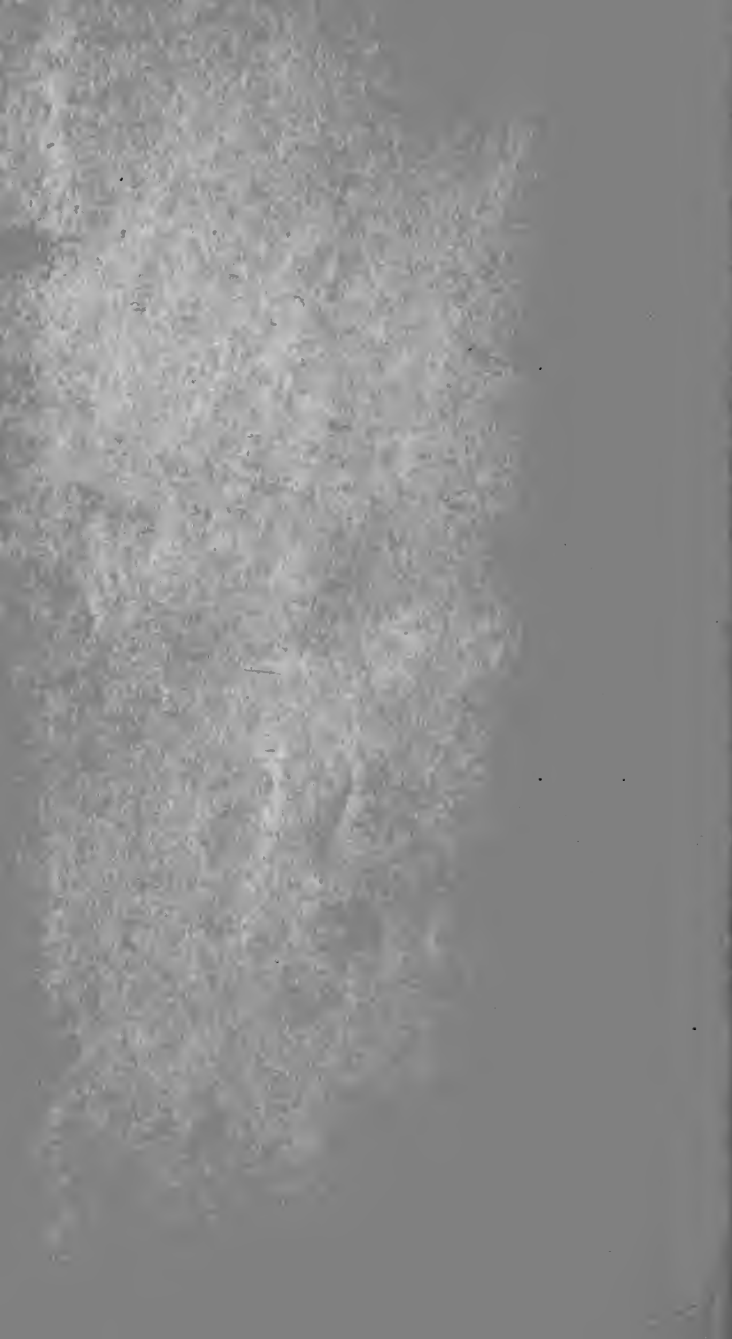
LOSING GAME.

THIS game, which is lively and amusing, may for variety's sake be occasionally played. Although not ranked as scientific, it has its niceties, and requires considerable attention and management.

The player who first gets rid of all his men wins the game. Your constant object, therefore, is to force your adversary to take as many pieces as possible, and to compel him to make Kings, which is accomplished by opening your game freely, especially the back squares. Huffing, and the other rules, apply equally to this game.









LIBRARY OF CONGRESS



0 029 714 236 7